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BY THE EDITORS OF GAMEPRO MAGAZINE

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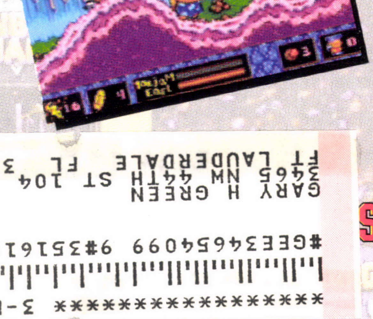

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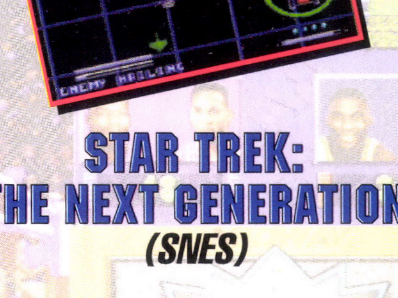
(Arcade)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STAR TREK: THE NEXT GENERATION
(SNES)

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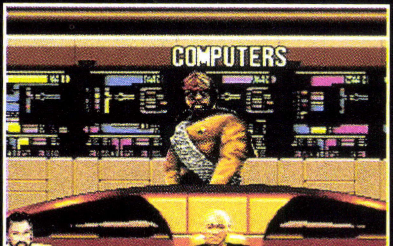

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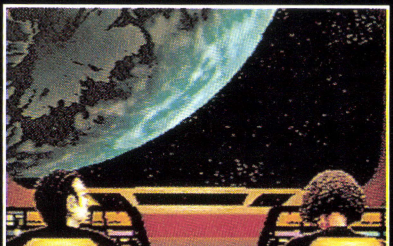
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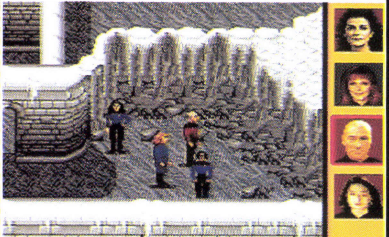

Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.

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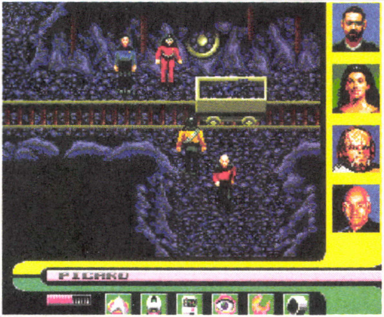

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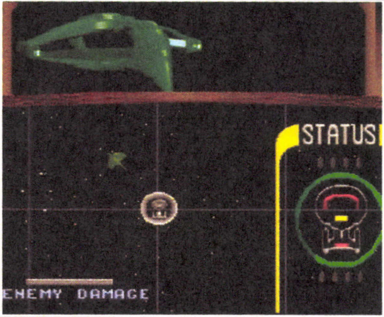
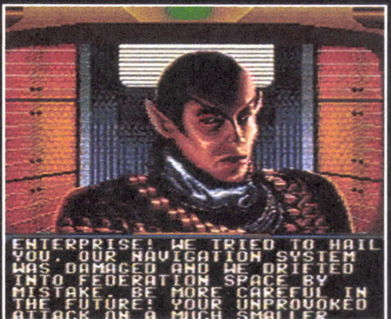


Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



ENTERPRISE! WE TRIED TO HAIL YOU. OUR NAVIGATION SYSTEM WAS DAMAGED AND WE DRIFTED INTO FEDERATION SPACE BY MISTAKE. BE MORE CAREFUL IN THE FUTURE! YOUR UNPROVOKED ATTACK ON A MUCH SMALLER

You've won this encounter with the Romulans™, but they'll be back. Will you be ready?

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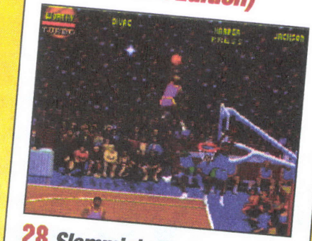

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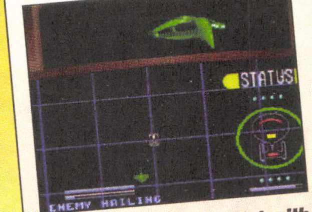

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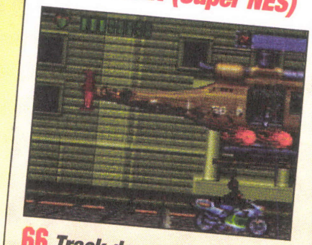

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SWATPro (ISSN 1070-1575) is published bimonthly for $20.00 per year by Infotainment World, Inc., 951 Mariner's Island Boulevard, Suite 700, San Mateo, CA 94404; an IDG Company: The World Leader in Information Services on Information Technology. Application to Mail at Second Class Postage Rates is Pending at San Mateo, CA ,and Additional Mailing Offices. **POSTMASTER**: Send address changes to SWATPro, P.O. Box 50309, Boulder, CO 80322-0309. **Change of Address:** Please send old label and new address to SWATPro, P.O. Box 50309, Boulder, CO 80322-0309. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $10/year additional postage. Canadian GST# 131 304 347

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ALL FUN AND NO WORK MAKES FOR A DULL CART

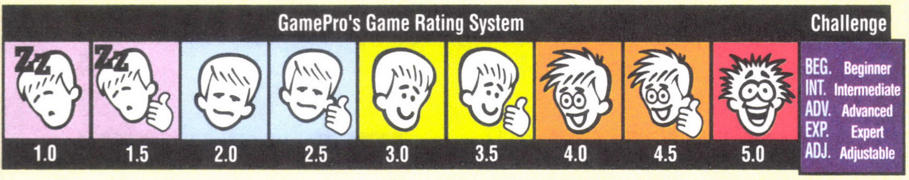
Hidden tips and tricks, super secret codes, and killer Game Genie passwords are hot these days. In fact, it's looking like some games are nothing more than a vehicle for a lot of flashy tricks and spectacular graphics (the more gore, the better). Sure, all that stuff's fun to discover, but, it's not the real reason that SWATPros like you play video games.

Once you've tried all the cool tricks, discovered all the hidden characters, and committed all the secret codes to memory, there had better be a great game waiting in the background. If underneath all that glitz and glamor, there's no game play, no challenge, or a game that looks just like 50 other games, you're gonna be mighty sorry you plunked down your hard-earned bucks.

This month's cover cart, NBA Jam, is one example of a great game that backs up all its killer secrets with a solid, playable title. Even after you've played as President Clinton or learned how to stay On Fire all the time, it's still a blast. NBA Jam without all the bells and whistles is still NBA Jam – one of the best hoops carts ever! Other carts that passed the *SWATPro* test by being fortified with a good balance of tricks and game play include the Sonic the Hedgehog series (Genesis) and Super Star Wars and Super Empire Strikes Back (SNES). Sure, you've got your own list of *SWATPro* picks and pans, but we all know that games that are all play and no work are here today and gone today.

Let's hope that game designers keep the following in mind as the next generation of carts is being created: *SWATPro* readers are serious about their gaming – you want to play games, and you want to finish them. What you don't want to do is spend seventy bucks on a game that's nothing more than a chance for some developer to show off their latest graphics abilities or just how many tricks they can cram into one cart. Don't get us wrong...we were hunting just as hard as everyone else for all the MK II moves and all the hidden characters in NBA Jam. Let's see all of the killer secret stuff...but don't bother if it's not backed up by the incredible, original, and challenging game play that will keep you coming back for more.

SWATPro's Game Rating System



BEG. Beginner
INT. Intermediate
ADV. Advanced
EXP. Expert
ADJ. Adjustable

Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface translate into the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **SWATPro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job; 2.0=Could be better; 1.0=Wake me up when it's over.

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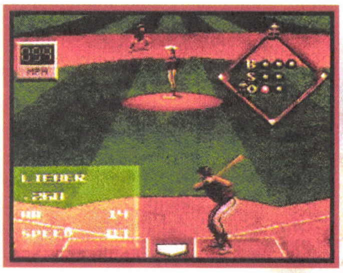
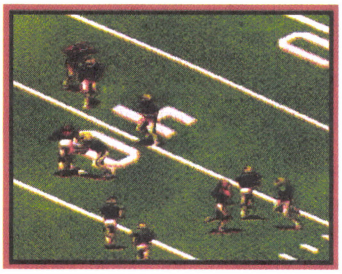


You'll have it all . . .

SIX BUTTON CONTROL No real athlete would settle for anything less!



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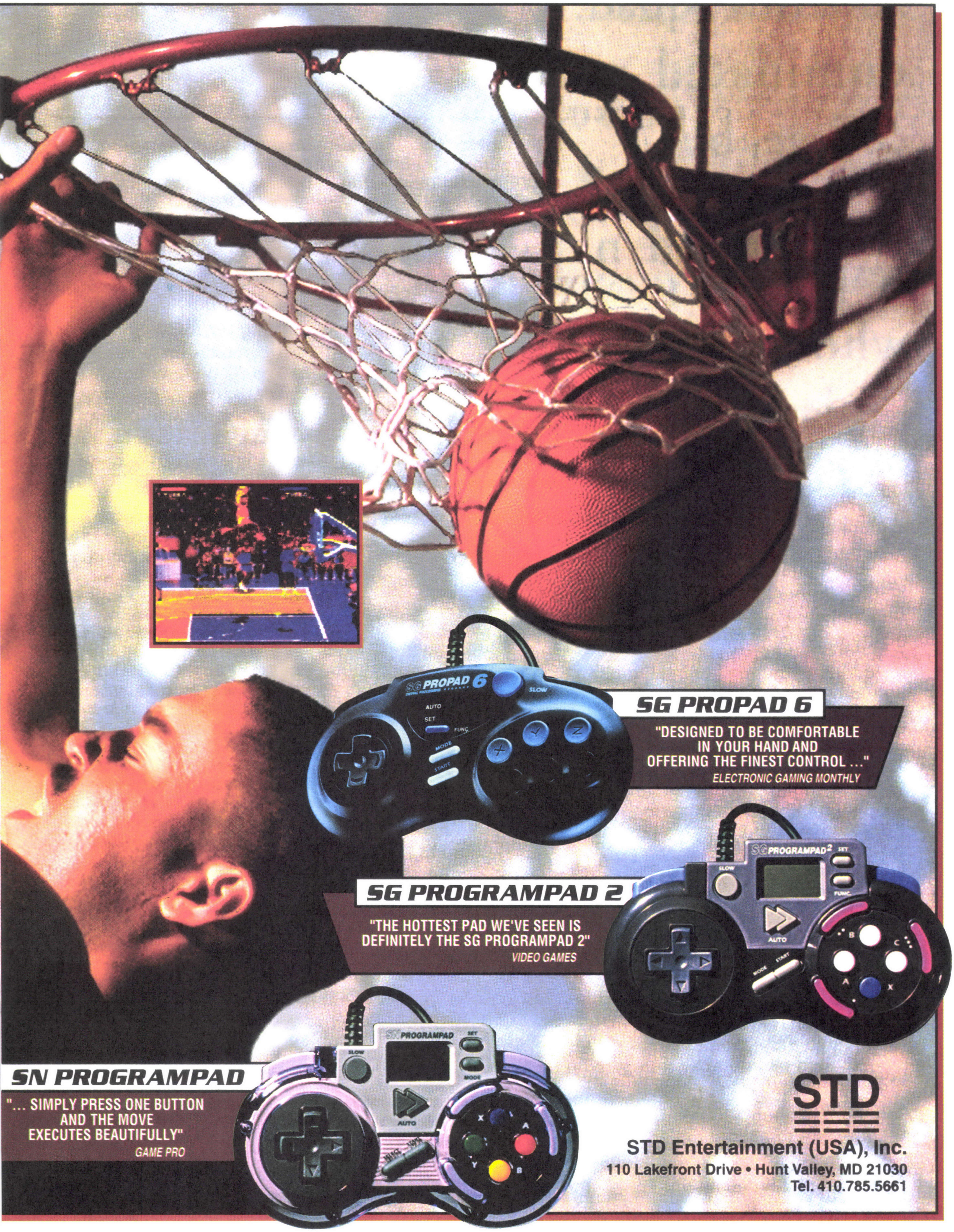
SG PROPAD 6
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FUNC
MODE
START
SLOW
SG PROGRAMPAD 2
SET
SLOW
FUNC.
AUTO
MODE
START
SN PROGRAMPAD
SLOW
SET
MODE
AUTO

SG PROPAD 6

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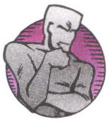
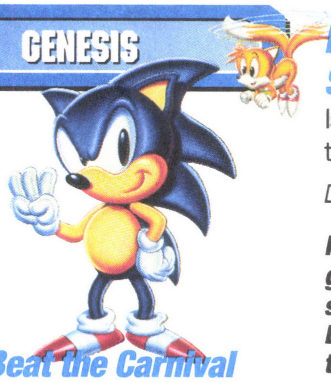


By Q. Enay

GENESIS



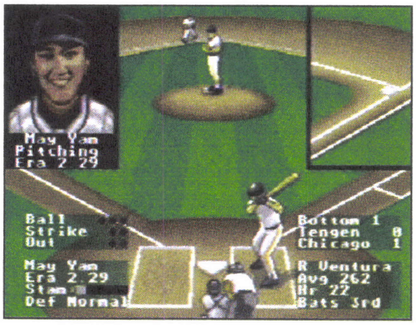
Sonic 3: Beat the Carnival Boss with Sonic or Tails

In Sonic 3 for the Genesis, how do you beat the boss of the Carnival Night Zone, Act 1, with Sonic alone and Tails alone?

Michael Wisnieski, Hunter Station, NY

Sonic and Tails destroy this boss the same way. The machine at the end of Act One has a flying pod that tries to track you down. Run toward the center of the main machine. The pod will chase after you and crash into the machine. The pod must hit the machine about six times to destroy it.

RBI Baseball '94: The Tough Tengen Team



Tengen's previous RBI games had a special code to get an awesome Tengen Team of designers. Is there such a code for the new RBI Baseball '94?

Scott Huey, Los Angeles, CA

Sure is! Here's the password to reach the special Tengen Team, which has all the people who worked on the game:

`THECHALLENGE`

You'll play against this team automatically if you finish a season undefeated. Want an even tougher challenge? Beat the Tengen Team, and you'll play against a Dream Team!

Battletoads – Double Dragon: Selecting Levels

Is there a level-select code for Battletoads – Double Dragon for the Genesis?

David Castanien, Anaheim, CA

Here's a great way to pick your level and get extra lives. Go to the character-select screen. Before you pick a character, press Down, Up, Up, Down, then Buttons C, A, then B. You can now select your level, and you'll start with ten lives.

The Terminator: P.A.R. Power!

Code Central gives Pro Action Replay codes. I want a code for The Terminator for the Genesis, but I don't know what a Pro Action Replay is.

Mark Rakitis, Novi, MI

The Pro Action Replay is a gadget similar to a Game Genie: You plug it into your system, you plug your game into the P.A.R., and you enter special codes that enable you to do unusual things in the game. P.A.R. codes and Game Genie codes are not interchangeable. Here's a Terminator code for the P.A.R.:

Unlimited energy `FF147-D001F`

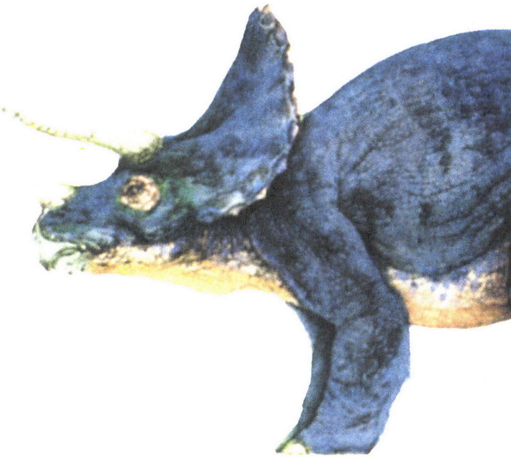
SEGA CD

Jurassic Park: Hunting for Missing Items

I'm having trouble with Jurassic Park for the Sega CD. Where are the Gas Grenade Launcher, the Bear Horn, the Bolt Cutters to open the locked box in the Visitor's Center, and the Night-Vision Goggles for use in the Raptor Cave?

Michael Beenken, Tucson, AZ

The Gas Grenade Launcher and the Goggles are both in the Visitors Center. Use the Triceratops key to go in the third room. Open up the cabinet on the left and you'll find the Launcher. Below that cabinet is a black and yellow taped area. Use your Card to get the Goggles and the CD within. The Bear Horn is in the T. rex area. After you've gone through the sewer to the left, the Bear Horn will be just to the northeast (it's hard to see, so look carefully). As for the Bolt Cutters, remember that place where you had to push a log three times to scare away the dinos? Just to the left of that log is a sewer grating. Below the grating is a cement log – push it out of the way and you'll find the Bolt Cutters underneath. Check out Jurassic Park pages in this issue for more tips.



The Adventures of Willy Beamish: Get to the Contest

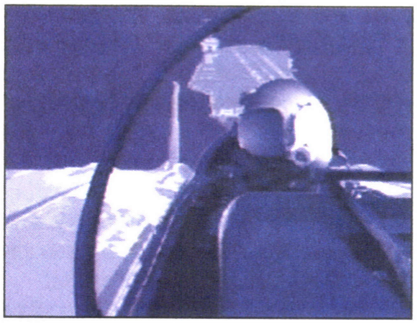
Regarding Willy Beamish for the Sega CD, how do I cross town to get an entry form for the frog-jumping contest?

Antonio Thompson, Jackson, MS

Pick up an entry form at the booth just outside the Toot Sweet Building on Day Three. The most common way to get there is to take a ferry token out of the fountain and ride the ferry across the river. You don't need the token if you have a Mickey Morris baseball card – just flash the card.

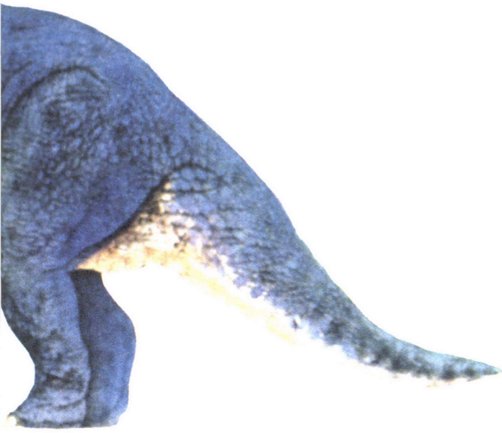
SUPER NES

Turn and Burn: More Mission Passwords



Turn and Burn for the SNES is great, but it's hard! Do you have any passwords for the second half of the game?

Donald Patrolle, Terra Haute, IN



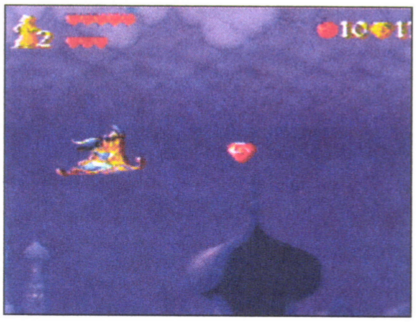
These passwords came to us from Hugh Pinkus of Demeter, Colorado. They'll get you deep into this 16-mission game:

Mission 5: `BPYXDLNF`

Mission 10: `DCMHRPFJ`

Mission 15: `TDLJGSHX`

Disney's Aladdin: A Gem of an Ending

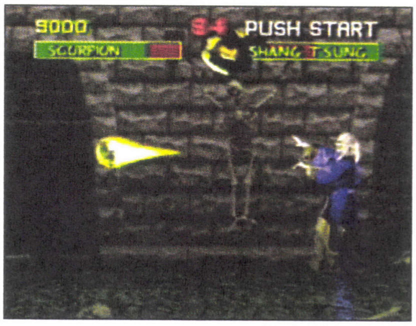


What do the red diamonds mean in Disney's Aladdin for the SNES? At the end of the level it shows how many I've collected – what happens if I get them all?

Jackie DeMedio, Conshohocken, PA

There are ten gems per stage, so with seven stages that's 70 red gems to pick up. Snag at least 45 and you'll see a special ending. There's only one special ending, so you'll see the same thing whether you pick up 45 gems or 70.

Mortal Kombat: Kool Kodes for the Game Genie



I'd like to know some Game Genie codes for Mortal Kombat for the SNES.

Jose Luis Hernandez, Santurce, Puerto Rico

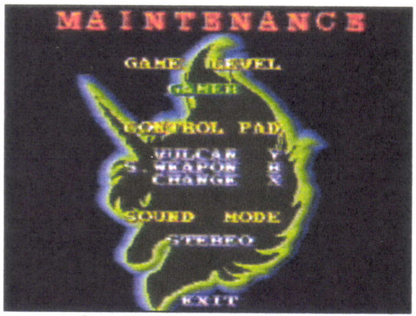
Here are three (and thanks to reader Richie Podraza of Gaithersburg, Maryland, for the "Never-ending bonus rounds" code):

Start with Shang Tsung: `D861-14DD`

Always get a Flawless Victory: `6DB8-3P67`

Never-ending bonus rounds: `ED6A-47AF`

UN Squadron: The Ultimate Gamer Challenge

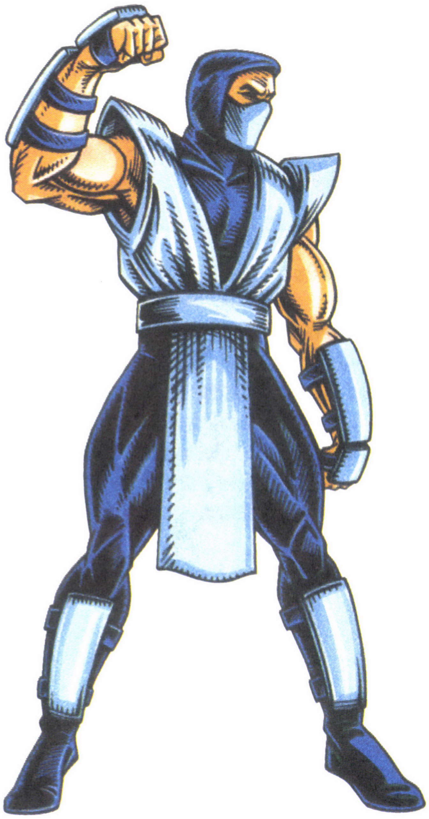


SCORE
2000
LEVEL 2
$ 3300

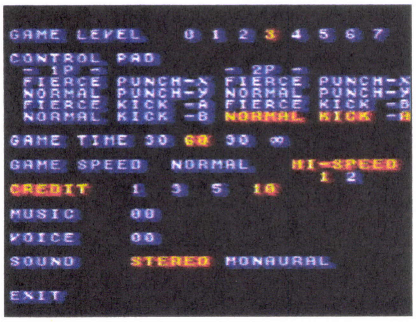
Are there any tricks for UN Squadron for the SNES?

Booker Moore, Georgetown, DE

Here's how to make the game even more challenging. Go to the Option screen and highlight Game Level. On Controller Two, hold down Buttons A and X while flipping through the difficulty settings on Controller One. You'll notice a new difficulty level called Gamer. Choose it and prove you're the UN Squadron's best!



Teenage Mutant Ninja Turtles – Tournament Fighters: Extra Credits



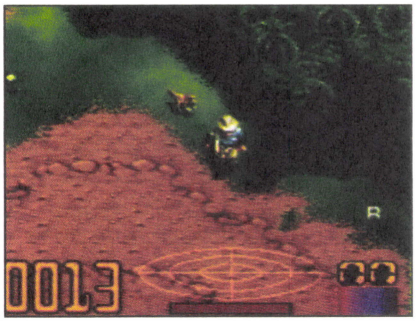
```
GAME LEVEL     0 1 2 3 4 5 6 7

CONTROL PAD
 - 1P -             - 2P -
 FIERCE PUNCH-X FIERCE PUNCH-X
 NORMAL PUNCH-Y NORMAL PUNCH-Y
 FIERCE KICK -A FIERCE KICK -B
 NORMAL KICK -B NORMAL KICK -A

GAME TIME 30 60 30 ∞

GAME SPEED   NORMAL   HI-SPEED
                        1 2
CREDIT     1  3  5  10

MUSIC      00

VOICE      00

SOUND      STEREO MONAURAL


EXIT
```

Teenage Mutant Ninja Turtles: Tournament Fighters for the SNES is hard. Are there any codes to make it easier?

Johann Billimonia, Sydney, Australia

How about extra continues? Using Controller Two at the title screen, hit Button B three times, A three times, and X seven times. Now when you go to the Option screen, you'll see ten Credits.

Jurassic Park: Missing Letters

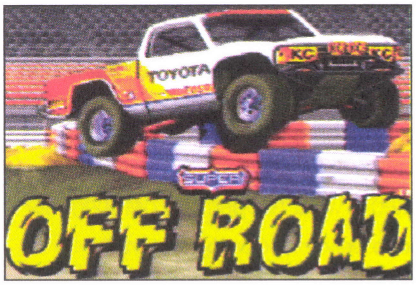


My father and I were playing Jurassic Park for the SNES and we came across the letter D in the Eastern Mountain Range. I've noticed other letters around the park. What do they mean?

Ryan Andersen, Sacramento, CA

Eight letters were scattered around the park as part of a contest held last year. In the screen above we show an R near the East Lagoon. The first person to find all the letters and put them in the right order won $5000. It took the winner a day to find all eight and spell out Dr. Horner, the real-life paleontologist who was the model for the film's Dr. Grant character.

Super Off Road: Solo Star

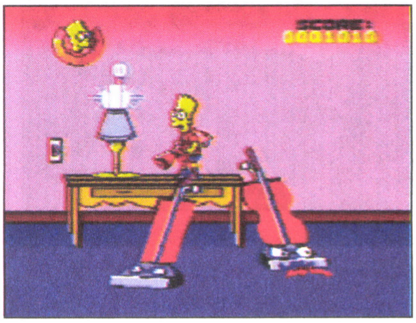


Do you know any tricks for Super Off Road for the SNES?

Da Hui Zhang, New York, NY

Here's how to play by yourself and compile a great record. Select the two-player mode and use Controller One. Controller Two's truck will always lose, and you'll never finish worse than third!

Bart's Nightmare: Find the Extra 1-Ups



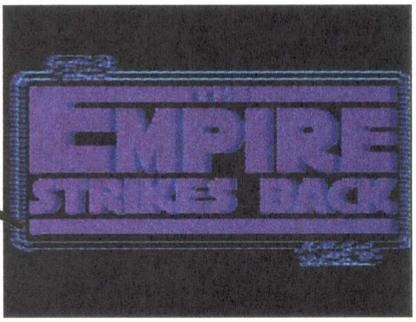
Do you have any tricks that'll help me get through Bart's Nightmare for the SNES?

Michael Escobedo, Santa Ana, CA

Sure do! Go through the yellow door to get into the Itchy and Scratchy level. Now go to where the lamp is shooting light bulbs. Pick up the nearby weapon and shoot out the bulbs. This'll score you some 1-ups.

NES

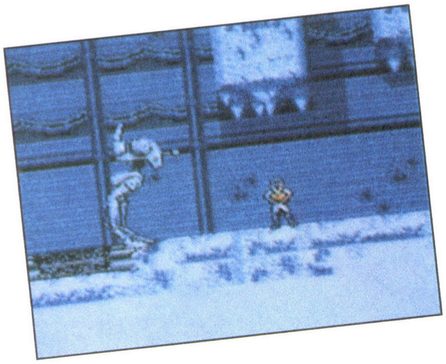
Empire Strikes Back: Pass the AT-ST Test



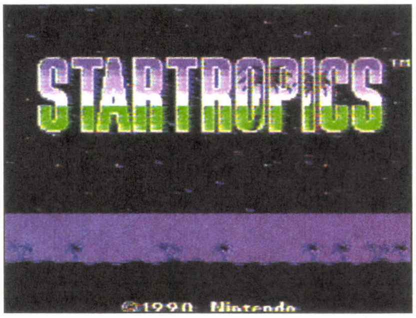
I need help getting past the third level of Empire Strikes Back for the NES. I've made it past the part where you have to jump across the blocks in midair, but when I reach the top and go to the right there's a floor of electricity that seems to go on forever.

Sean McMorris, Denison, IA

The Echo Base can be tricky. To the left of those electric wires is an elevator. Ride it up to the floating blocks. Jump across the blocks, shoot the Stormtroopers along the way, and keep going up until you come to a two-legged AT-ST. Run all the way to the right and you'll see a block. Hide behind it and shoot back at the AT-ST. Don't destroy the walker; just shoot it so it falls over. Approach it, simultaneously hit Up and the Jump button, and you'll go inside the walker. In fact, you'll "be" the walker. Walk your new vehicle back down to the floating blocks and jump across them. When you get to where the walker won't continue any farther to the right, turn around on that block and walk off it to the left. The walker will fall to the level where the electric wires were. You can now walk safely across them with the AT-ST.



StarTropics: Play the Organ



How do you get past the organ in StarTropics for the NES?

Justin Pugh, Sapulpa, OK

The parrot should've given you a clue about how to play the organ. Number the keys from left to right and play 'em in this order: 1-3-5-4-1-3. This makes the two flames on the left go away. If you make a mistake, you have to leave the building and come back in to have another chance.

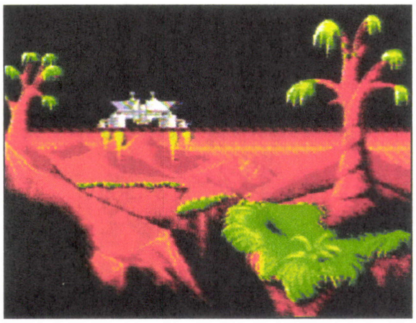
StarTropics: Special Submarine Code

In StarTropics for the NES, right after you meet the whale, you go back to the submarine. The robot there asks you to input a three-number code. What is this code?

Tony Nguyen

Your instruction book should've had a special piece of paper in it. When dipped into water, the paper would magically reveal the vital number: `747`.

Solar Jetman: Planet Codes

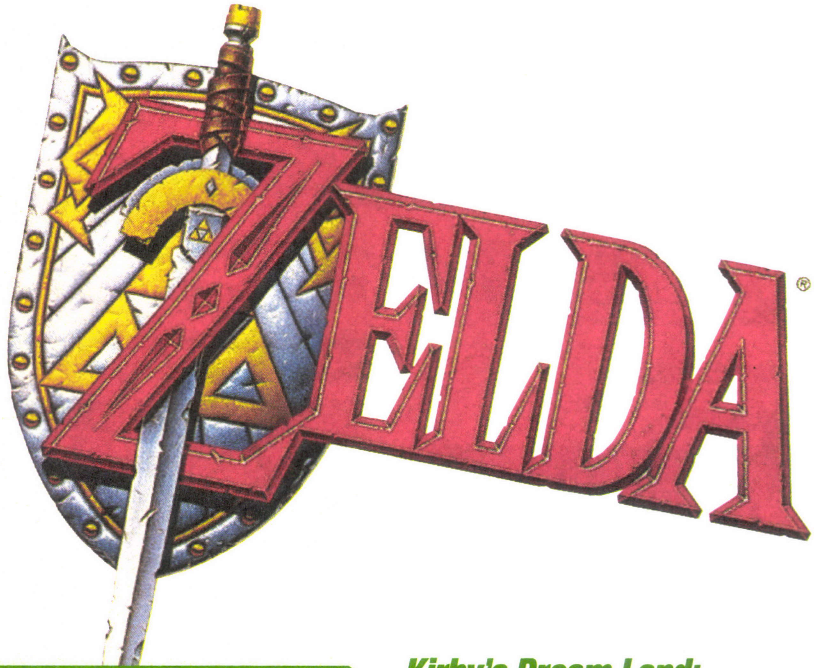


I'm having trouble beating the old Solar Jetman for the NES. Do you have passwords for a few levels?

Jason Moore, Georgetown, DE

Here are three Planet Codes that'll take you deep into the game with three or more men on every planet:

Planet 5:	`KHD ZLG DBG BHB`
Planet 10:	`KDG NNN KBM QHB`
Planet 13:	`KGH WGG BBG DHB`



GAME BOY

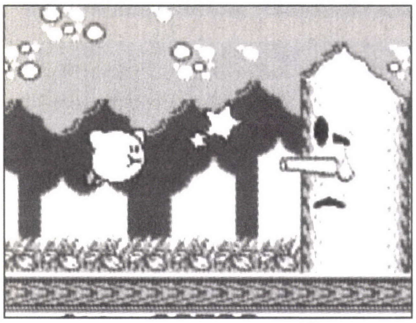
Legend of Zelda – Link's Awakening: Find the Bird Key

I can't get the Bird Key for Level 7 of Legend of Zelda – Link's Awakening for the Game Boy. Please help!

Patrick Wilkes, Mt. Arlington, NJ

This is a tricky Key to find. To get it, you must first have freed the Rooster by the Weathervane in the town. Also, you must learn the Frog Song for your flute, which you should've learned at the Signpost Maze. Go back to Mabe Village, push the Weathervane out of the way, and take the stairs down. When you come to a pile of bones, play the Frog Song, which'll bring the Rooster back to life. Now go to Tal Tal Mountain and get up to where the waterfall was in Level 4. Go to the right, climb up the long ladder, and locate the Henhouse. Enter the cave on the right below the Henhouse and follow the path to the chest. The Bird Key is inside. This Key enables you to move on to Level 7.

Kirby's Dream Land: Konquer the Krafty King

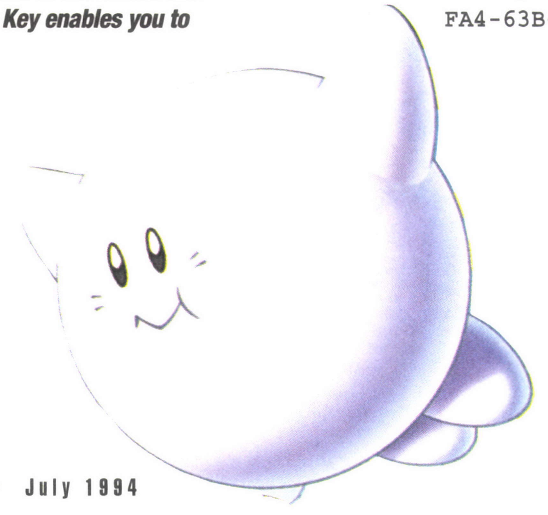


In Kirby's Dream Land for the Game Boy, how do you beat King Dedede?

Donnie Meikle, Toronto, Ontario

The same way you've beaten everything in this game – you suck in what the enemy fires at you and blow it back at him, as with the Tree Boss's apples in Stage 1. With the King, though, you have to be faster because he's very accurate with his stars and he's much harder to hit. To give you more practice time, here's a Game Genie code for infinite vitality:

`FA4-63B-4C1.`

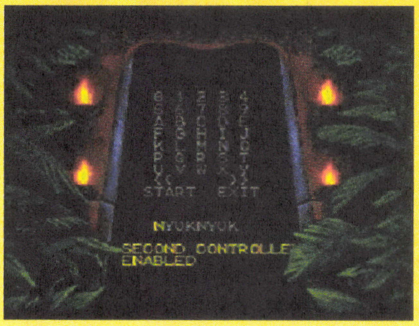


SWATPRO

GENESIS

Jurassic Park

Debug Mode


START EXIT
NYUKNYUK
SECOND CONTROLLE
ENABLED

This prehistoric password will get you into a Debug mode. When the password screen appears, enter `NYUKNYUK`. The words "Second Controller Enabled" will appear. Plug in Controller Two, and you can use it to go to any point within the game. If you push Start on Controller Two, the game will reset to normal play.

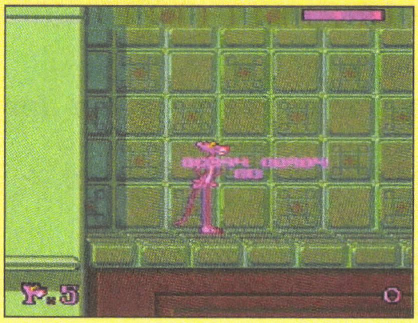
Jamie Christiansen, Park City, UT

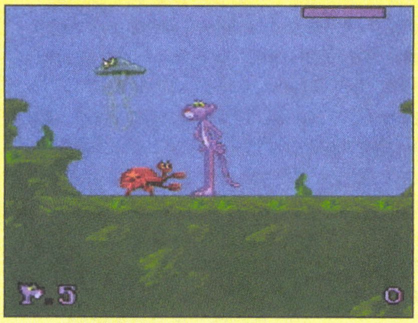
JURASSIC PARK

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT, INC.

Pink Panther in Pink Goes to Hollywood

Stage Select, Invincibility, and Restore Health Meter

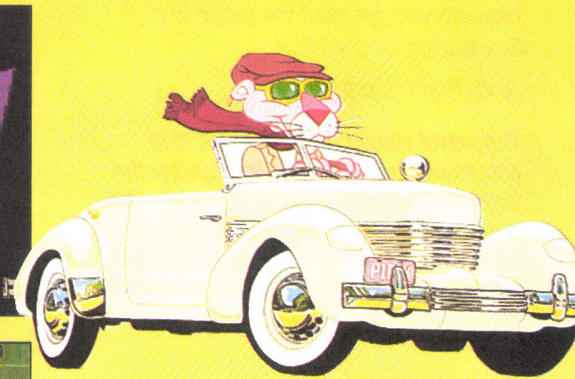




To get great cheats, plug in two control pads. Turn on the Genesis and then **simultaneously press and hold Buttons A and C on Controller One and Button B on Controller Two**. If you hear a crash sound after the TecMagik logo fades, the trick worked.

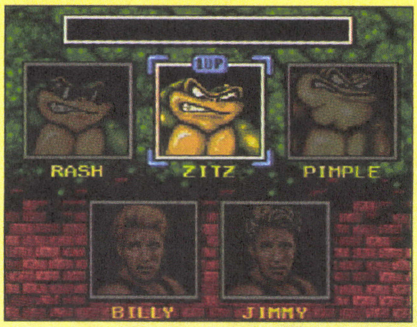
When your game begins, press Start to pause and then use Controller One to activate the cheats. **Press Button C** to make the cheat menu appear. **Press Left or Right** to choose the number of the stage you want to play. **Press Button B** to become invincible and **press Button A** to restore your health meter. Press Start again to unpause the game and return to play with the cheats in effect.

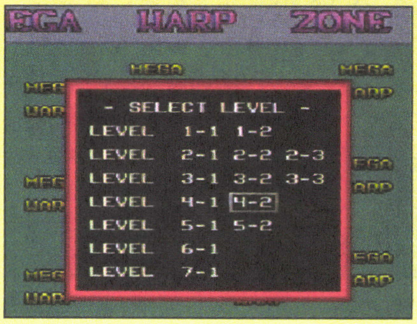
Perry Marshall, Hartford, CT



Battletoads/Double Dragon

Level Select and Extra Lives


1UP
RASH
ZITZ
PIMPLE
BILLY
JIMMY

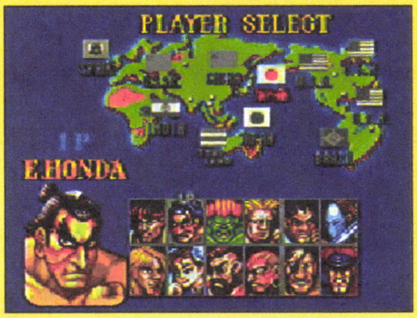

MEGA WARP ZONE
- SELECT LEVEL -
LEVEL 1-1 1-2
LEVEL 2-1 2-2 2-3
LEVEL 3-1 3-2 3-3
LEVEL 4-1 4-2
LEVEL 5-1 5-2
LEVEL 6-1
LEVEL 7-1

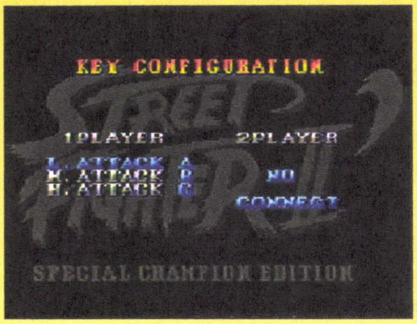
This toadally hot level-select trick also gives you extra lives. At the character select screen, **press Down, Up, Up, Down, C, A, then B**. Select your Toad or Dragon and then press Start. A Select Level screen will appear. It enables you to choose any level and gives you ten lives, to boot.

Brad Miller, Darien, CT

Street Fighter II: Special Champion Edition

Easy Button Configure

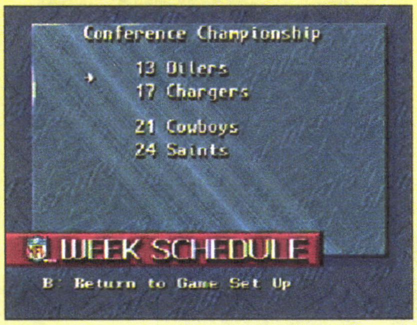

PLAYER SELECT
1P
E.HONDA


KEY CONFIGURATION
1PLAYER
2PLAYER
L.ATTACK A
M.ATTACK B
H.ATTACK C
NO CONNECT
SPECIAL CHAMPION EDITION

To configure your buttons in this game without using the options, try this easy trick. Go to the Character Select screen and pick your characters in a one- or two-player game. After you choose your characters, **press and hold the Start** button. Once you fly to your stage, a configuration screen will appear. Now configure your control pad the easy way.

Madden NFL '94

Skip the Playoffs



Conference Championship

13 Oilers
17 Chargers

21 Cowboys
24 Saints

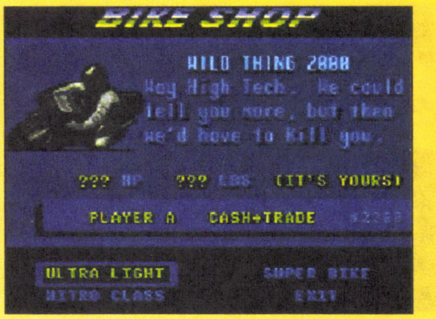
WEEK SCHEDULE
B: Return to Game Set Up

With this cool trick, you can skip the Playoffs in Madden NFL '94 football. When you select a playoff game, **press Start.** You'll see that all games are finished. Go right and **press Start** again. You can continue this trick until you reach the Finals.

Stephen Ashley, Little Current, Ont., Canada

Road Rash II

Wild Thing Password


BIKE SHOP
WILD THING 2000

Way High Tech. We could tell you more, but then we'd have to kill you.

??? HP
??? LBS
(IT'S YOURS)
PLAYER A
CASH+TRADE
ULTRA LIGHT
SUPER BIKE
NITRO CLASS
EXIT

PLAYER A
13TH PLACE
BIKE
BUNKER
149

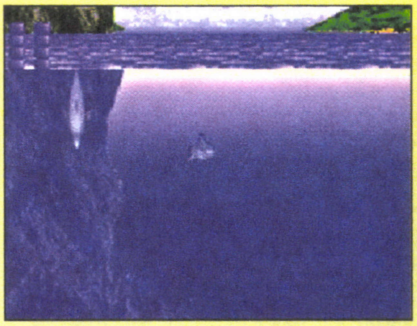
Wanna hot bike? This code gets you a Wild Thing 2000: `00DA_1V0N`

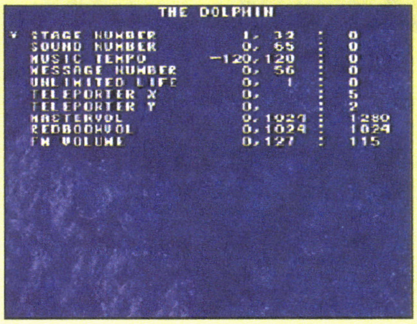
Shaun Crompler, New Braunfels, TX

SEGA CD

Ecco the Dolphin

Make Ecco Buggy





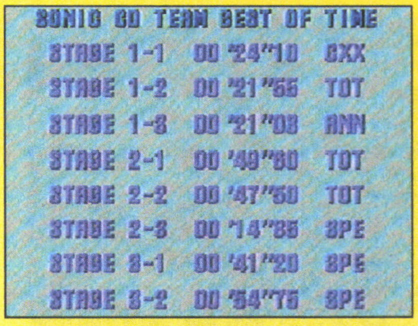
```
                  THE DOLPHIN

▼ STAGE NUMBER         1, 32  :  0
  SOUND NUMBER         0, 65  :  0
  MUSIC TEMPO       -120,120  :  0
  MESSAGE NUMBER       0, 56  :  0
  UNLIMITED LIFE       0,  1  :  0
  TELEPORTER X         0,     :  5
  TELEPORTER Y         0,     :  2
  MASTERVOL            0,1023 :  1280
  REDBOOKVOL           0,1024 :  1024
  FM VOLUME            0,127  :  115
```

A Debug menu is hidden in Ecco the Dolphin. Begin a regular game and Pause when Ecco is facing you. **Press Right, B, C, B, C, Down, C, and Up**. A menu called "The Dolphin" will appear. Use it to do your own Ecco debugging.

Sonic CD

See the Game Designers' High Scores

SONIC CD
THE HEDGEHOG
PRESS START
© 1993 SEGA



```
SONIC CD TEAM BEST OF TIME
 STAGE 1-1  00'24"10  GXX
 STAGE 1-2  00'21"55  TOT
 STAGE 1-3  00'21"08  ANN
 STAGE 2-1  00'49"60  TOT
 STAGE 2-2  00'47"50  TOT
 STAGE 2-3  00'14"85  SPE
 STAGE 3-1  00'41"20  SPE
 STAGE 3-2  00'54"75  SPE
```

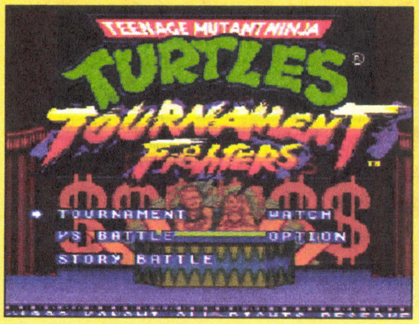
This game's designers think they're hot stuff. To check out their scores, **press Right, Right, Up, Up, Down, then Button C**.

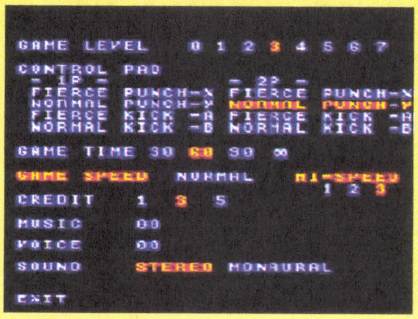
Stan Crespy, Chico, CA

SUPER NES

Teenage Mutant Ninja Turtles: Tournament Fighters

Rev Up the Action


TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE



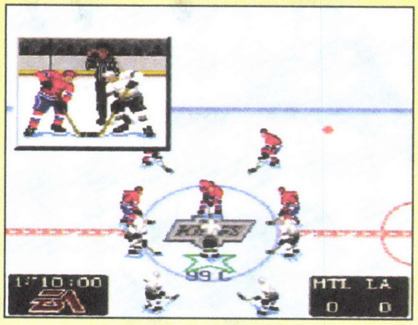
```
GAME LEVEL     0 1 2 3 4 5 6 7
CONTROL PAD
 - 1P -              - 2P -
 FIERCE PUNCH-X FIERCE PUNCH-X
 NORMAL PUNCH-Y NORMAL PUNCH-Y
 FIERCE KICK  -A FIERCE KICK  -A
 NORMAL KICK  -B NORMAL KICK  -B
GAME TIME 30 60 90 ∞
GAME SPEED    NORMAL    HI-SPEED
                          1 2 3
CREDIT     1  3  5
MUSIC      00
VOICE      00
SOUND      STEREO MONAURAL

EXIT
```

Here's a hot tip to speed up the action in Tournament Fighters. At the Game Select screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, and A on Controller Two**. If you've done it correctly, you'll hear Aska's voice. Now go to the options screen. You'll have a Third Hi-Speed setting, which gives the game almost SF II Turbo speed.

Ramzi Nuseibeh, Aurora, IN

NHL '94

Password

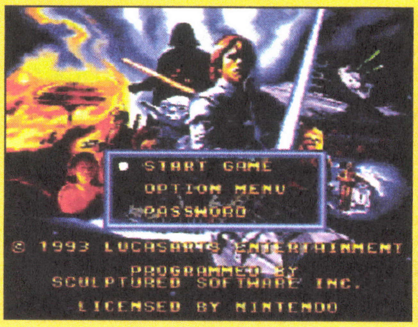

1:10:00
EA
KINGS
MTL LA
0 0

Here's a super password that'll let you play in the NHL's Stanley Cup Finals as the LA Kings vs. Montreal. Just enter `BJFC1CCM1XX9VJDG`.

Ned Storm, Cleveland, OH

Super Empire Strikes Back

Just for Fun

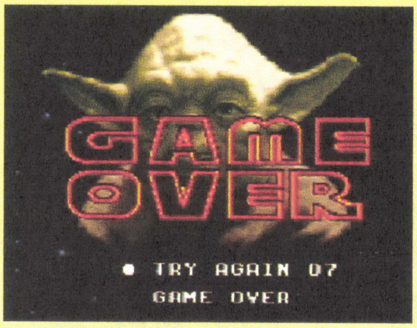

START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
PROGRAMMED BY
SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

The Force is with you in this just-for-fun trick. At the title screen, **press Button Y four times**. If the trick works, you'll hear Darth Vader say, "Impressive." Go to the Intro screens, press different buttons, and watch the strange things that happen to the screen.

Izaak Erickson, Woodinville, WA

Super Empire Strikes Back

Seven Credits


GAME OVER
TRY AGAIN 07
GAME OVER

This awesome trick gets you seven credits in Super Empire Strikes Back. When the title screen appears, **press Button X, Y, A, B, X, then X**. Now get ready for some laser-blasting action.

Sam Nino, Boston, MA

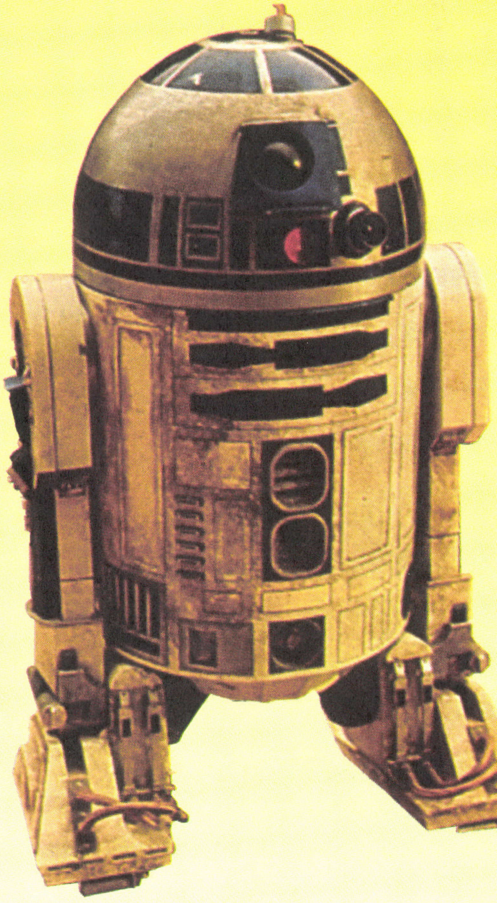
Super Empire Strikes Back

Passwords

Here are all the passwords for Super Empire Strikes Back.

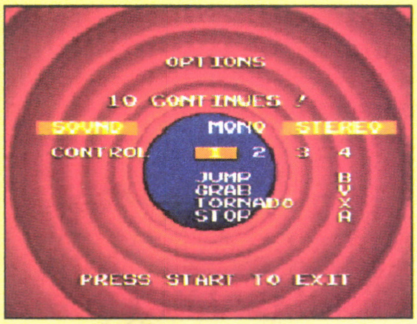
	Easy	Brave	Jedi
Level 1:	WDWDWB	TCCPSJ	FHPSMN
Level 2:	CSPTNP	SSFJNP	CCTLFR
Level 3:	NSRSCL	NLBJJF	MDWNDF
Level 4:	WFBJTB	JRWNPL	THNTLR
Level 5:	BHRDHL	DGBDPL	LQYSCH
Level 6:	HMGPWJ	RCWJMF	GQTVDD
Level 7:	LDGLTJ	JRGRTD	PNFDHJ
Level 8:	LLJFBG	MDBNMR	SCWWFZ
Level 9:	WLJWDN	HDPPLL	LFHWWB
Level 10:	WBWHRW	GTLCNP	RBHNFC
Level 11:	NCCGSP	WWBGHF	KCDFZK
Level 12:	GLTTDJ	PGBNBH	KCCVGJ
Level 13:	GJBHNF	TNPSPL	RBQRWS
Level 14:	MCDGRJ	DLPMMD	QBTTXX
Level 15:	PGPNMG	SHRBLW	ZGLKDV
Level 16:	NGMSJB	LNGPNN	VVDQXC
Level 17:	RLMSWJ	FSFMSR	FGTTVV
Level 18:	MBRCGB	FCPDPC	YDHBQT
Level 19:	SWPMSS	HPLSHJ	TNHJSK

Mark & Matt Boyington, Newberg, OR

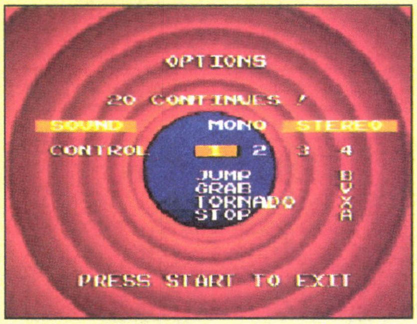


Taz-Mania

A Devil of a Trick



OPTIONS
10 CONTINUES !
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP B
GRAB Y
TORNADO X
STOP A
PRESS START TO EXIT



OPTIONS
20 CONTINUES !
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP B
GRAB Y
TORNADO X
STOP A
PRESS START TO EXIT

These awesome tricks get you extra continues and a stage select for Taz-Mania. At the title screen, press Select to go to the Options menu. At the Options menu:

For ten continues,
press B, A, Y, A, X, A.
For 20 continues,
press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A.
To activate a stage select,
press A, Y, A, Y, X, Y, B, A, R, L.

Robert Fortney, Huntsville, AL

Troddlers

Passwords

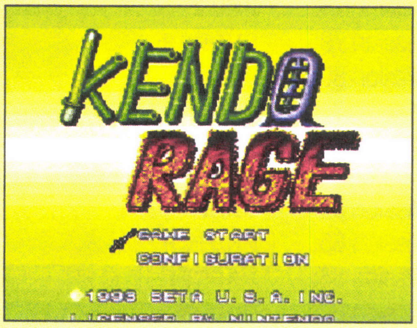
Here are passwords for every level in Troddlers in the Solo Mode:

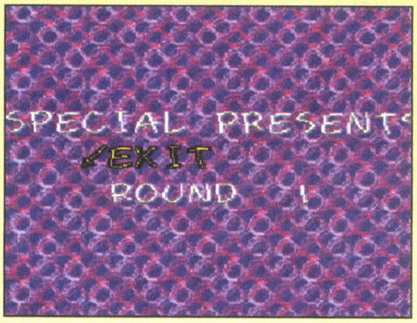
Mission 1:	BLDT
Mission 2:	NSWT
Mission 3:	PYRMD
Mission 4:	CLRT
Mission 5:	SPHNX
Mission 6:	QRTT
Mission 7:	CNTRN
Mission 8:	RDGMS
Mission 9:	CRSSD
Mission 10:	SKPRND
Mission 11:	PCKDP
Mission 12:	PLLRS
Mission 13:	BZZZZZ
Mission 14:	FVRWS
Mission 15:	TGHTTM
Mission 16:	SYN
Mission 17:	TWTRBS
Mission 18:	DNTMX
Mission 19:	HLPMT
Mission 20:	MNNS
Mission 21:	NPRBLMS
Mission 22:	TRSRS
Mission 23:	STRRM
Mission 24:	PNDDWN
Mission 25:	TCHN
Mission 26:	NNN
Mission 27:	SXRMS
Mission 28:	THTWR
Mission 29:	GFRHRT
Mission 30:	NWTHNG
Mission 31:	BLR
Mission 32:	CRLWRLD
Mission 33:	CRLCBS
Mission 34:	SLPNSLD
Mission 35:	KYX
Mission 36:	CLDCRS
Mission 37:	STNM
Mission 38:	HRDRND
Mission 39:	FRSTGNS
Mission 40:	CRSSFR
Mission 41:	RNFRT
Mission 42:	NRLS
Mission 43:	NFRFLL
Mission 44:	RNRND
Mission 45:	BDBRD
Mission 46:	CVRTHM
Mission 47:	SVBLCKS
Mission 48:	GLMR
Mission 49:	HCKBCK
Mission 50:	LTTD
Mission 51:	PSDT
Mission 52:	DRPMN
Mission 53:	PSSBL
Mission 54:	CLSP
Mission 55:	FLSRN
Mission 56:	JWLPSH
Mission 57:	GDTRY
Mission 58:	NBYN
Mission 59:	LSM
Mission 60:	MNHNTR
Mission 61:	XCLLNT
Mission 62:	BMPRD
Mission 63:	WTFRT
Mission 64:	RCKBLST
Mission 65:	NWSTLL
Mission 66:	FRMBV
Mission 67:	SMSHHTS
Mission 68:	CRSHRSH
Mission 69:	FRSTFR
Mission 70:	BRNT
Mission 71:	RMBLHT
Mission 72:	MXTR
Mission 73:	RTHRHRD
Mission 74:	MRFN
Mission 75:	SPNRND
Mission 76:	LTTT
Mission 77:	LLBT
Mission 78:	BNCT
Mission 79:	RNDRPS
Mission 80:	FRNDC
Mission 81:	SLWBRN
Mission 82:	STLLM
Mission 83:	BDBMBS
Mission 84:	SLMN
Mission 85:	MNDTCH
Mission 86:	FRSTFRST
Mission 87:	GDLCK
Mission 88:	TMHNTR
Mission 89:	NDLY
Mission 90:	NPLLPLG
Mission 91:	GNZN
Mission 92:	DRCTNS
Mission 93:	BRDGMN
Mission 94:	FLLT
Mission 95:	CLRRN
Mission 96:	TFR
Mission 97:	SWTHT
Mission 98:	HVYDTY
Mission 99:	TWKY

Michael Schmatjen
Colorado Springs, CO

Kendo Rage

Stage Select


KENDO RAGE
GAME START
CONFIGURATION
©1993 BETA U.S.A. INC.
LICENSED BY NINTENDO

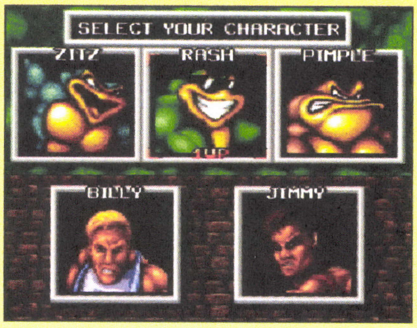

SPECIAL PRESENTS
EXIT
ROUND 1

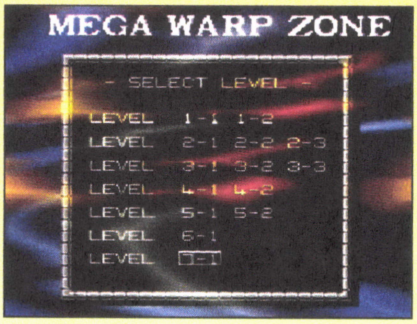
This stage select code for Kendo Rage will help you zip through the game. Press Start at the title screen. When the words "Game Start" and "Configuration" appear, **press X, Y, A, B, X, Y, A, B, then Start**. If you've done the trick correctly, a Special Presents menu will appear, allowing you to choose your starting stage.

Will Nowlend, Miami, FL

Battletoads/Double Dragon

Level Select and Extra Lives


SELECT YOUR CHARACTER
ZITZ
RASH
PIMPLE
1UP
BILLY
JIMMY

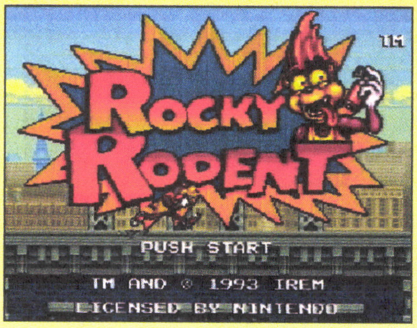

MEGA WARP ZONE
- SELECT LEVEL -
LEVEL 1-1 1-2
LEVEL 2-1 2-2 2-3
LEVEL 3-1 3-2 3-3
LEVEL 4-1 4-2
LEVEL 5-1 5-2
LEVEL 6-1
LEVEL 7-1

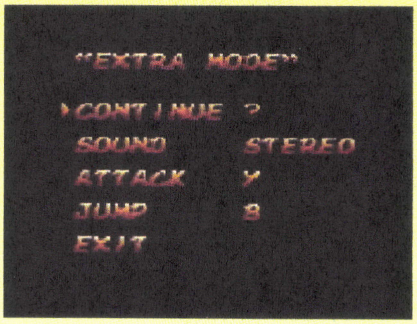
Double your fun with this level-select trick that also scores you extra lives. At the Select Character screen, **press Up, Down, Down, Up, X, B, Y, then A**. Select a hero and press Start. A level-select screen will appear that you can use to choose any level. You'll also get ten lives!

Brian Norse, Cleveland, OH

Rocky Rodent

Unlimited Continues


ROCKY RODENT
TM
PUSH START
TM AND © 1993 IREM
LICENSED BY NINTENDO



"EXTRA MODE"
CONTINUE ?
SOUND STEREO
ATTACK Y
JUMP B
EXIT

To snare unlimited continues for Rocky, wait until he's running across the title screen and then **press Y, A, Right, A, B, and A**. If you've done the trick correctly, an Options screen will appear. Go to Continue and change the number to ?. This gives you unlimited continues.

Heemal Dhanjee, Winnetka, CA

J.R.R. TOLKIEN'S EPIC SAGA

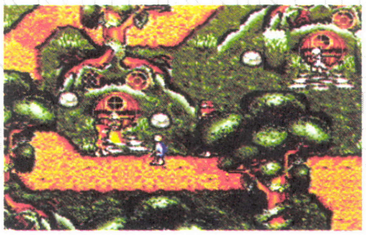
J.R.R. Tolkien's
THE LORD OF THE RINGS™
Volume 1
LICENSED BY Nintendo®
Interplay
First Action Adventure RPG with Multi-Player Real-Time Combat
Official Nintendo Seal of Quality
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

COMING SUMMER '94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING THAT HAS THE POWER TO END MIDDLE EARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES. SO BE PREPARED TO ENGAGE IN FIERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THERE'S NOTHING LIKE IT ON MIDDLE EARTH!



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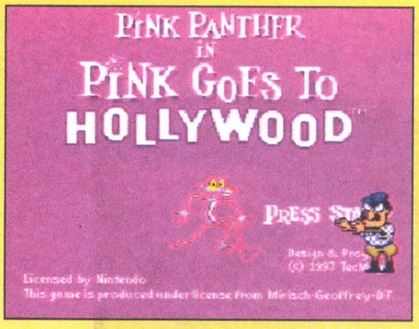
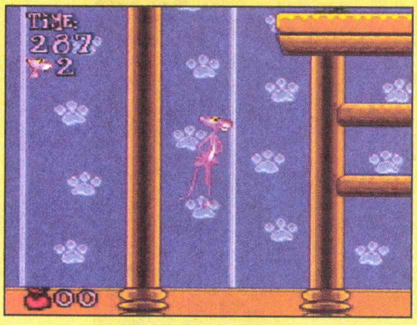
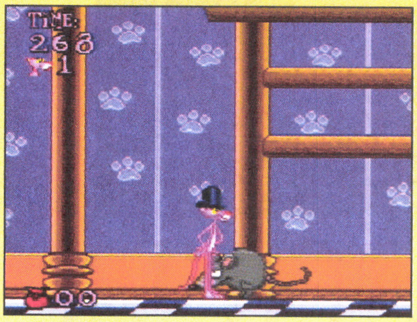
Interplay™
17922 Fitch Avenue,
Irvine CA 92714
(714) 553-6678

Pink Panther in Pink Goes to Hollywood

Debug Mode, Invincibility, and Super Slow Motion


PINK PANTHER
IN
PINK GOES TO
HOLLYWOOD
PRESS ST
Licensed by Nintendo
This game is produced under license from Mirisch-Geoffrey-DF.


TIME:
287
2
00


TIME:
268
1
00

Slide into this slick code that'll give you a Debug mode, Invincibility, and Super Slow Motion. To access the Debug mode, plug in Controller Two. When the Pink Panther is standing still, **press Button B on Controller Two**. Then move him around with the directional pad on Controller One. To exit the Debug mode, **press Button B again**. To activate invincibility, simply **hold down Button Y on Controller Two**. As long as you continue to hold Button Y, the Pink Panther remains invincible. To move in Super Slow Motion, **press and hold down Button R on Controller Two**.

Pat Riker, Harris, OH

3DO

Crash 'N' Burn

Extra Cash

CRASH 'N' BURN™

TOURNAMENT

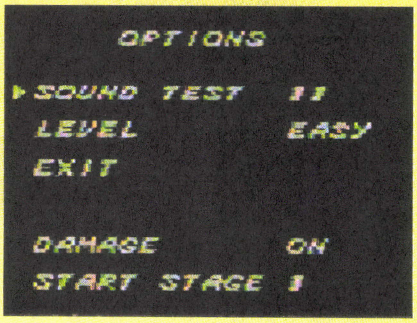
Want to start out with an extra $2000? Begin a Tournament Race, finish it with the time Bonus, and you'll be rewarded with $2000. Next, at the Auto Shop, select Race right away. When the race begins, push Start again and select Quit. Leave your game machine on but start the game again. If you've done everything correctly, you'll find an extra $2000 in your account.

Don Harvey, Marshalltown, IA

GAME GEAR

Streets of Rage

Invincibility and Level Select



```
        OPTIONS

▸SOUND TEST     11
 LEVEL          EASY
 EXIT

 DAMAGE         ON
 START STAGE    1
```

Here is a trick that allows you to be invincible and begin on any level. First, go to the Options screen and highlight Sound Test. Then, select number 11. **Simultaneously press Buttons 1 and 2**. Two new options should appear (Damage and Start Stage). Now you can start on any stage with invincibility.

Chris Osberg, Portland, OR

'93-94 FLEER ULTRA BASKETBALL II

ROOKIES, TRADED VETS AND HOT INSERT SETS.

All-New 175 Card Series II Features 52 Rookies. Top Traded Vets. Free Agents. Plus A USA Basketball Team Subset.

Series II isn't second string, it's the second half of Fleer Ultra's hottest basketball set ever—with no Series I repeats. It's an awesome collection of NBA talent featuring rookies, traded vets and free agents in their new team uniforms. Plus, there's a 12-card USA Basketball Team subset with "Dream Team II" NBA players and coaches who will compete at the World Championship of Basketball in Toronto in August '94. And every basic card features that famous Fleer® Ultra™ quality.

ULTRA
2nd ROUND DRAFT PICK
TONI KUKOC
BULLS • F/G

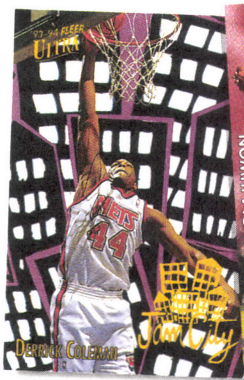
52 rookies—no Series I repeats.

ULTRA
DETLEF SCHREMPF
SUPERSONICS • F

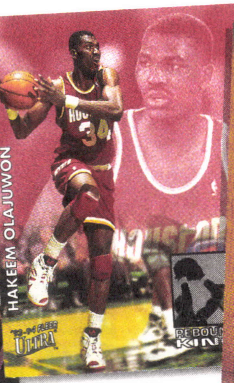
Traded vets in their new uniforms.

Plus, Six Highly Collectible Insert Sets—One Insert Card In Every Pack.

These hot limited-edition insert sets will spark a fire in the heart of every collector. They're totally original. Extremely collectible. And there's one insert card in every pack. So don't drop the ball. Pick up some packs of '93-94 Fleer Ultra NBA Basketball Series II cards today. Better yet, get plenty.


Derrick Coleman
Jam City

"Jam City" inserts–9 awesome whammers, jammers, bammers and slammers. 17-card packs only.


HAKEEM OLAJUWON
Rebound Kings

"Rebound Kings" inserts–10 of rebounding's royalty. All packs.

ZO
Famous Nicknames

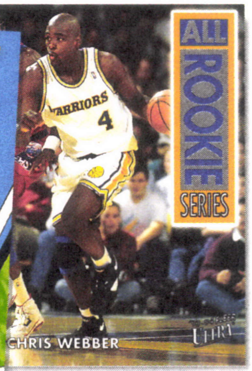
"Famous Nicknames" inserts–15 superstars including "Zo," "D.C.," and The "Human Highlight" Film. All packs.

JIM JACKSON
INSIDE OUTSIDE

"Inside/Outside" inserts–10 stars who can score from everywhere. All packs.

POWER IN THE KEY
Karl Malone

"Power In The Key" inserts–9 big-name big men who control the paint. 100% foil cards. 14-card packs only.


ALL ROOKIE SERIES
CHRIS WEBBER

"All-Rookie Series" inserts–15 top 1st year players. All packs.

USA BASKETBALL TEAM MAIL-IN! Get Cards Of The Two Additional Players To Be Named To The Team, Plus A USA Basketball Team Photo Card. Offer Available Only By Mail For Ten 1993-94 Fleer Ultra Basketball Series II Wrappers And $1.50. See Packs For Details.

YOU CAN'T BUY A BETTER BASKETBALL CARD.

Odds of finding limited-edition insert cards: "Jam City" card: 1:37 packs. "Rebound Kings" card: 1:4 packs. "Famous Nicknames" card: 1:7 packs. "Inside/Outside" card: 1:3 packs. "Power In The Key" card: 1:37 packs. "All-Rookie" card: 1:7 packs.

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Classic SWAT

Listen up! Here's a collection of some of the greatest Sound Tests of all time. Plug them in and tune out!

GENESIS

Beast Wrestler

Beast Wrestler
PRESS START BUTTON
TELENET JAPAN Co.Ltd.
LICENSED by SEGA 1991

When the title screen appears, **simultaneously press Buttons A, B, and C, and then hit Start**. When the word "Test" appears in the lower left-hand corner, **use Up and Down** on your control pad to change the sounds. **Press Button A to select** a sound and **Button B to exit** the sound test.

E-SWAT

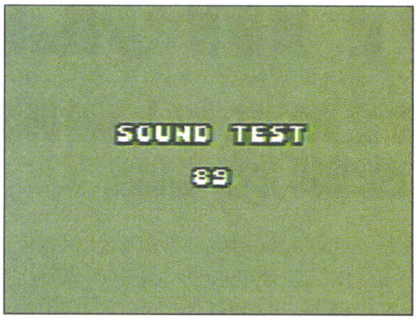
Beat the game and then, during the ending screen, **simultaneously press Buttons A, B, C, Down, and Left** on your control pad. Continue to hold all these buttons and **press Start** until the sound-select screen appears.

James "Buster" Douglas Knockout Boxing

Press Start on Controller One and choose a one- or two-player game. Next, **simultaneously press Button C and Start on Controller Two**.

Altered Beast

獣王記
ALTERED BEAST
PUSH START BUTTON
©SEGA 1988


SOUND TEST
89

At the title screen, **simultaneously press Buttons A, C, Right, Start, and Up** on your control pad.

Valis

The Fantasm Soldier
VALIS
PRESS START BUTTON
Licensed by
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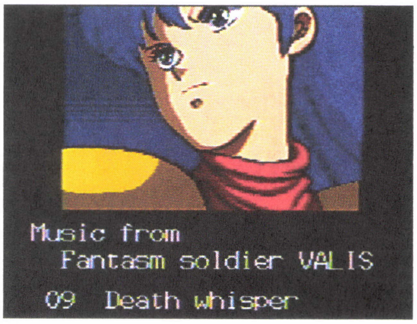
Music from
Fantasm soldier VALIS
09 Death whisper

When the title screen appears, **simultaneously press and hold Buttons A, B, and C,** and then **press Start**. When the music selection screen appears, use any button to change the tune.

Sagaia

Earn a high score in the game and input your initials as `ZZT` on the high-score screen. This will send you to the sound-test mode.

SUPER NES

Super Bomberman

SUPER
BOMBER MAN
TM
FIRE
NORMAL GAME
BATTLE MODE
PASSWORD
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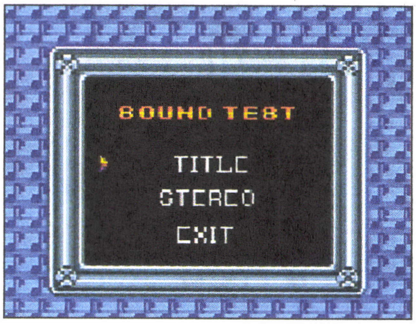
Licensed by Nintendo


SOUND TEST
TITLE
STEREO
EXIT

Plug your Multitap into the second port on your SNES and plug a controller into the fifth port. When the title screen appears, **press and hold Button R** to make the sound-test option appear.

On the Ball

Input the code NRRRP and, when the sound test screen appears, you can use it to select any sound and listen to it.

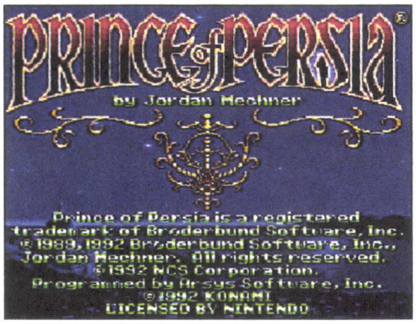
Lemmings

When the title screen appears, **press and hold Select** and **press Start**.

Arcana

When the title screen appears, **simultaneously press and hold Buttons L and R** and then **press Button B**.

Prince of Persia


PRINCE of PERSIA
by Jordan Mechner

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Programmed by Arsys Software, Inc.
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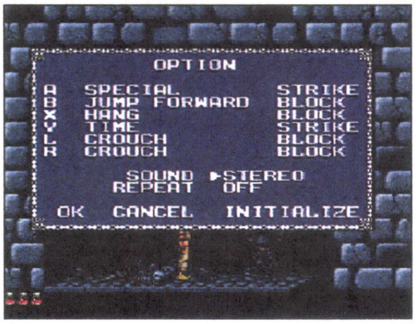


OPTION

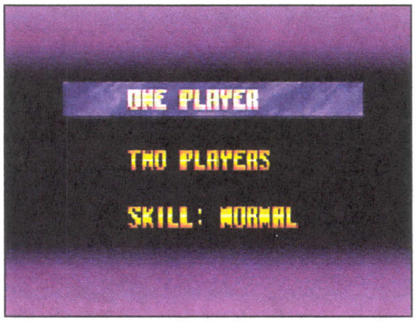
```
A  SPECIAL        STRIKE
B  JUMP FORWARD   BLOCK
X  HANG           BLOCK
Y  TIME           STRIKE
L  CROUCH         BLOCK
R  CROUCH         BLOCK

    SOUND  ▶STEREO
   REPEAT   OFF

 OK  CANCEL  INITIALIZE
```

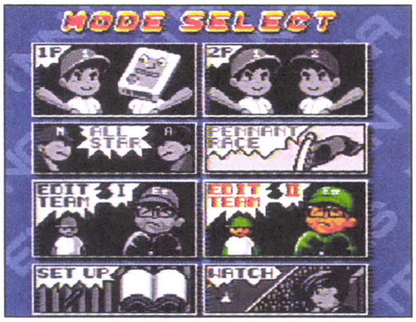
Press Start to pause your game any time during play, then **press Select**. A Music Menu appears that you can use to select any tune.

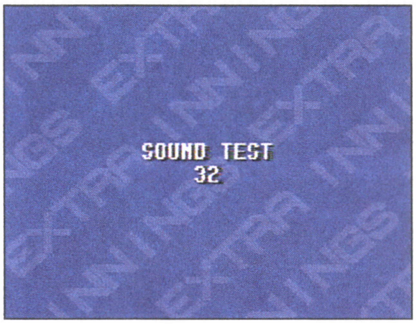
Super Smash T.V.


ONE PLAYER
TWO PLAYERS
SKILL: NORMAL

Wait until the One-Player/Two-Players screen appears and then **press Buttons L, R, L, L, and R**. You'll know the trick has worked if you hear the word "Bingo."

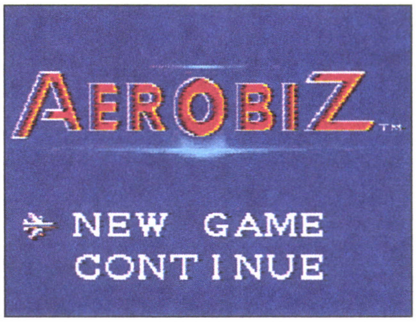
Extra Innings

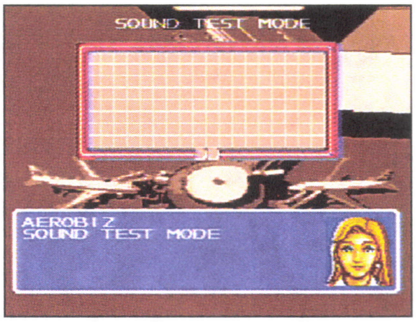

MODE SELECT
1P
2P
ALL STAR
PENNANT RACE
EDIT I TEAM
EDIT II TEAM
SET UP
WATCH


SOUND TEST
32

When the Mode Select screen appears, **press the Select button** until the Edit II Team, Set Up, or Watch modes are highlighted. Then, **simultaneously press and hold Buttons L and R** and **press Start**. **Use Left or Right** on the control pad to change the sounds and **press Button B** to hear them.

Aerobiz


AEROBIZ
NEW GAME
CONTINUE


SOUND TEST MODE
AEROBIZ
SOUND TEST MODE

Wait until the New Game/Continue screen appears and then **press Select**. The Sound Test screen will appear and you can **use Up or Down** to choose a sound and **Button A** to play it.

Rock 'N' Roll Racing

Rock-N-Roll
Racing

© 1993 Interplay Productions
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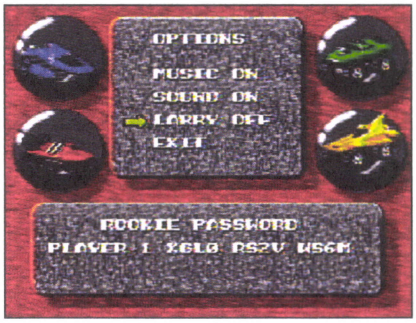
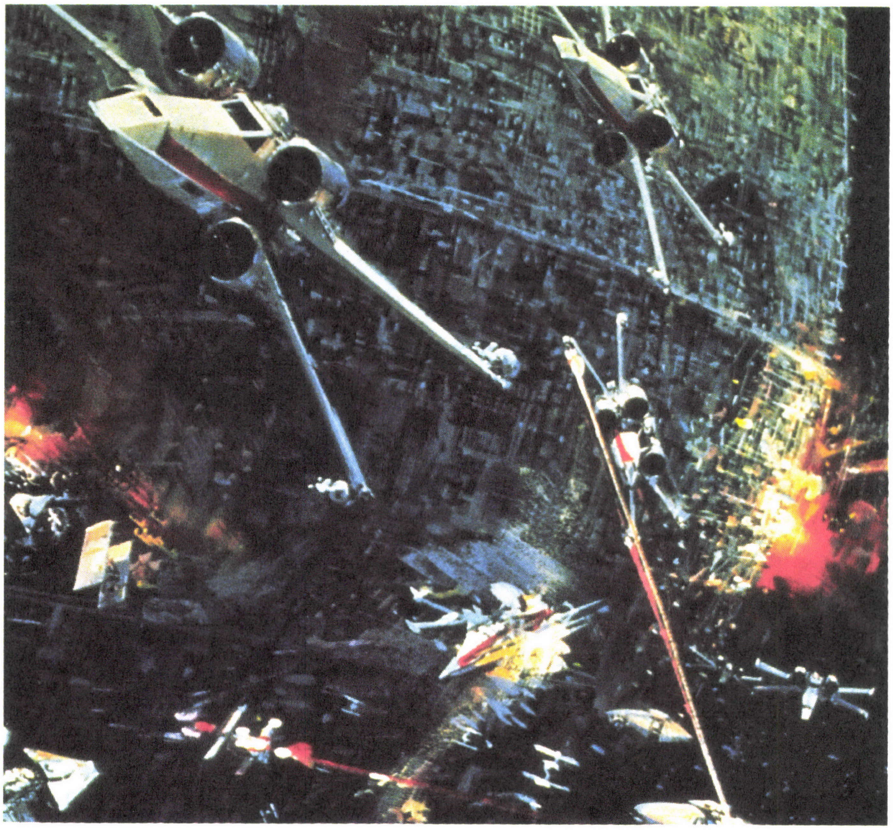


OPTIONS
MUSIC ON
SOUND ON
LARRY OFF
EXIT

ROOKIE PASSWORD
PLAYER 1 XGL0 RS2V W56M

Go to the Options screen and turn Larry Huffman off. Then, using either **Button A, B, X, or Y**, turn him back on and continue to hold the button down. Now, every time you **press Button L** you'll hear one of the different things Larry says.



F-1 Roc

Go to the Name Register screen, enter your initials as OTO, and then **press Start**. When the Music Select screen appears, **use Buttons A and X** to change the sound numbers. **Hit Start** to listen to the sound.

Super Ghouls 'N' Ghosts

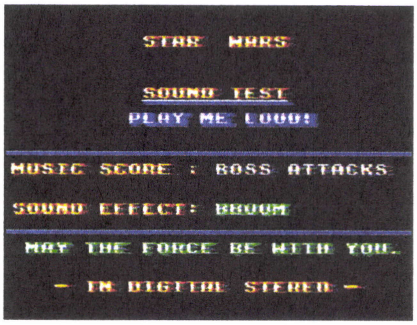
Move the cursor to Exit and then **simultaneously press and hold down Buttons L, R, Start, and Select on Controller Two**. Next, **press Start on Controller One**. An Option Screen will appear that lets you access a sound test.

Super Turrican

Go to the game's Option screen, then scroll down to reach the Sound mode. Next, **simultaneously press and hold Buttons L, R, X, and A**. Continue to hold all these buttons and **press and hold the center of the directional pad**, then **press Select** to make the Music Menu appear.

Super Star Wars

STAR WARS
DUNE SEA
x03 LUKE READY!



STAR WARS

SOUND TEST
PLAY ME LOUD!

MUSIC SCORE : BOSS ATTACKS

SOUND EFFECT: BBOOM

MAY THE FORCE BE WITH YOU.

– IN DIGITAL STEREO –

When the first level appears, **simultaneously press and hold Buttons Y, B, X, and A**. Continue to hold all these buttons and **press Start** to go to the sound-test screen.

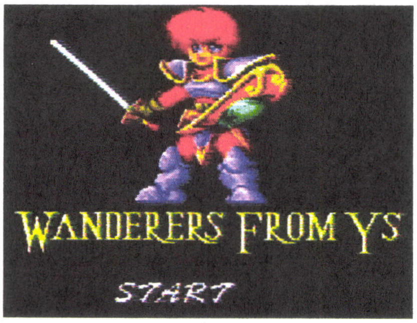
Street Fighter II

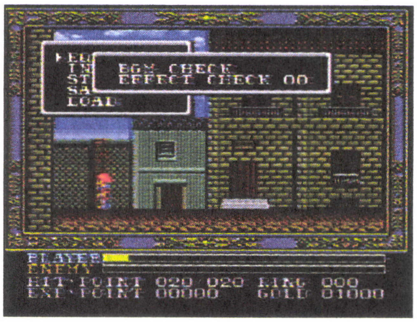
Go to the Options mode and select Sound 25, 26, or 27. Next, **rapidly tap Button R**. Now you can listen to some new sounds on 1f through 23.

HyperZone

When the title screen appears, **press and hold Buttons L and R**, then **push Start**. When the sound-test screen appears, **use Left and Right** to choose a sound, **Button A** to play it, and **Button X** to stop it.

Wanderers from Ys





BGM CHECK
EFFECT CHECK 00

LOAD

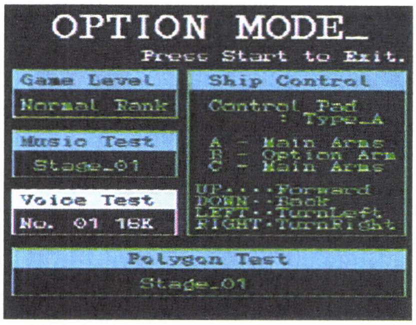
PLAYER
ENEMY
HIT POINT 020 020 RING 000
EXP POINT 00000 GOLD 01000

Press Select on Controller One any time during your game to make the Character Display screen appear. Then, **press Select on Controller Two** to make the sound test appear.

SEGA CD

Silpheed

SILPHEED
©1993 GAME ARTS



OPTION MODE_
Press Start to Exit.

Game Level
Normal Rank

Music Test
Stage_01

Voice Test
No. 01 16K

Ship Control
Control Pad
: Type_A

A – Main Arms
B – Option Arm
C – Main Arms

UP....Forward
DOWN..Back
LEFT..TurnLeft
RIGHT.TurnRight

Polygon Test
Stage_01

When the demo mode finishes, **press Start** when the title screen appears. Select Option, then **simultaneously press Buttons A, B, and C on Controller Two**. Then, **press Start on Controller One**. A selection called Voice Test will appear in the Option Mode Screen.

MS. PAC-MAN™

CAN YOU PASS THE MIZ QUIZ?

The coolest thing about **Ms. Pac-Man** on the **Game Gear** system is:

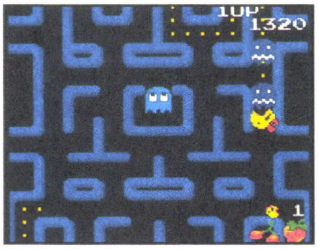
☐ Four classic arcade mazes, plus some all-new layouts.

☐ Super-challenging Arcade/Hard level—if you think you're **really** good.

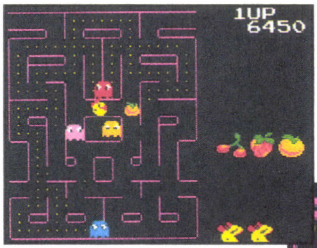
☐ Special zoom view of the action for really graphic ghost-gobbling.

☐ 2-player mode that pits the mighty Ms. Pac-Man against Pac-Man himself.

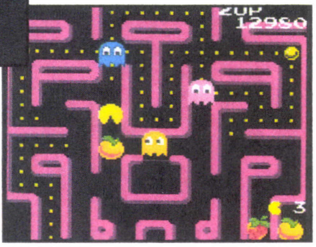
☑ ALL OF THE ABOVE



Va-Va-Va Zoom. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.

OFFICIAL SEGA™ SEAL OF QUALITY

GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM™

Ms. Pac-Man ™ &© 1993 Namco Ltd. All Rights Reserved.
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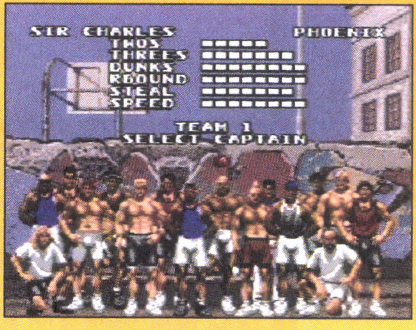
Namco Hometek, Inc.
150 Charcot Ave., Suite A, San Jose, CA 95131

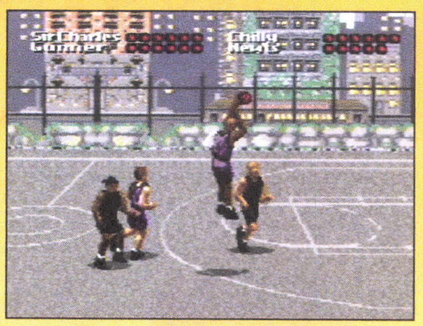
CODE CENTRAL

GAME GENIE AND PRO ACTION REPLAY CODES FROM THE SWATPROS

GENESIS GAME GENIE CODES

Barkley: Shut Up and Jam!


SIR CHARLES
PHOENIX
THUS
THREES
DUNKS
RBOUND
STEAL
SPEED
TEAM 1
SELECT CAPTAIN


Sir Charles
Gunner
Chilly
Heads

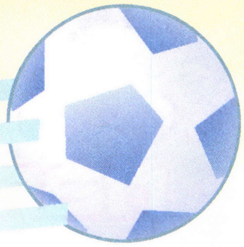
Infinite power bursts: AJOT-AA22

FIFA International Soccer

16 Kick-off 0

Master Code: RZZB-66XE

Player One starts game with 16 points: PYNA-DAYJ



SNES GAME GENIE CODES

NBA Jam

TURBO
PIPPEN
TURBO

STOCKTON
MALONE
TURBO
PIPPEN
GRANT
TURBO

All players have infinite Turbo: D6E1-CF38

"Juice" mode: D6E5-C718

Shot-success percentages displayed for non-Dunk shots: D6E4-CDC8

Only need two baskets to be On Fire: D4BD-3038

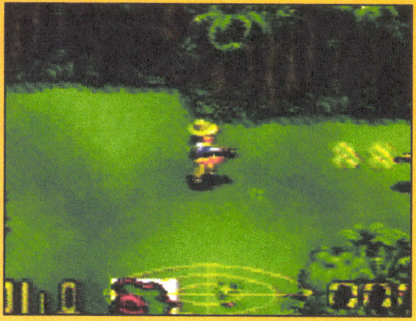
Soldiers of Fortune

HIRE CHARACTER
SELECT PLAYER-1
SCIENTIST

Mercenary starts with more health: 1D4E-5475

Extra lives cost 244 instead of 500: DDF6-5D50

Jurassic Park



JURASSIC PARK

Infinite first weapon: C2CB-3407

Start with one Egg needed: DF23-3469

NES GAME GENIE CODES

Indiana Jones and the Last Crusade

Infinite lives: KYSTEGGE

Infinite energy: VYONKZGE

Mega Jump: PAVTKAPE

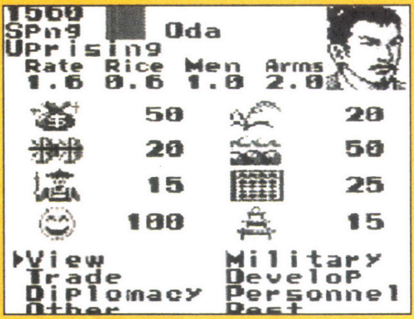
GAME GEAR GAME GENIE CODES

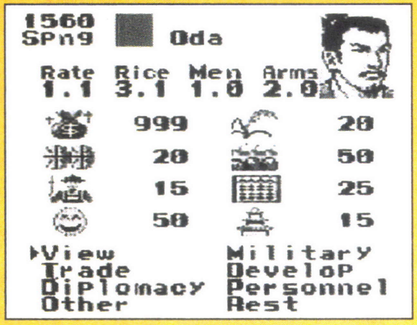
Star Wars

Infinite energy for all players: 00D-92B-3B7 and 3A-93B-2A2

GAME BOY GAME GENIE CODES

Nobunaga's Ambition


1560
SPng
Oda
Uprising
Rate Rice Men Arms
1.6 0.6 1.0 2.0
50
20
20
50
15
25
100
15
View
Military
Trade
Develop
Diplomacy
Personnel
Other
Rest


1560
SPng
Oda
Rate Rice Men Arms
1.1 3.1 1.0 2.0
999
20
20
50
15
25
50
15
View
Military
Trade
Develop
Diplomacy
Personnel
Other
Rest

Train samurai once and they have 100% skill: `3EF-9FB-191`

Start with 100 Loyalty points: `641-5AA-2A2`

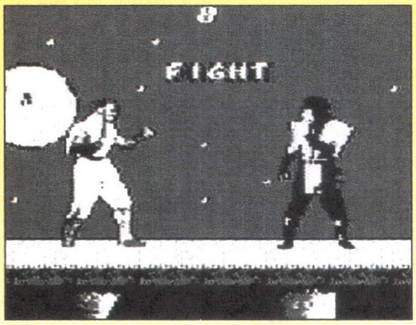
Start with 999 Gold: `0AE-B6B-D56` and `0AE-B7B-E6A`

F-15 Strike Eagle

Start with 90 Sidewinders: `5A3-88C-912`

Infinite bullets: `FAA-52D-4C1`

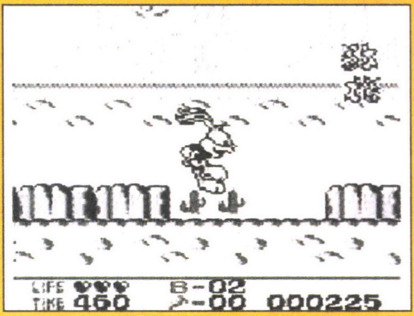
Mortal Kombat



Play the whole game as Goro: `C68-35F-24E`

Steven Harper, Sarasota, FL

Tiny Toon Adventures 2: Montana's Movie Madness


LIFE
TIME 460
B-02
-00
000225

Eliminate all enemies: `429-01B-456` and `777-65C-235`

(Be sure to turn this code off before entering boss levels!)

Greg Trawinski, East Brunswick, NJ

GENESIS PRO ACTION REPLAY CODES

Disney's Aladdin

Unlimited energy: `FFEFF-A0008`

Unlimited Apples: `FFEFE-10037`

Infinite lives: `FF7E3-C0033`

Always have nine Gems: `FFEFE-30039`

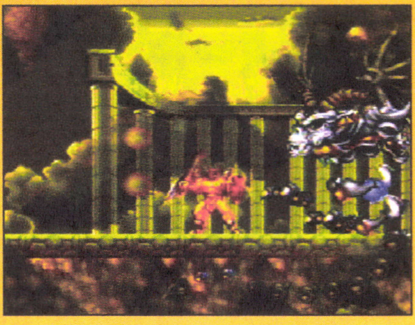
Sonic the Hedgehog 3

Infinite lives: `FFFE1-200003`

Teresa Marietta, Eaton Rapids, MI

SNES PRO ACTION REPLAY CODES

ActRaiser 2



Infinite lives: `7E09-1B03`

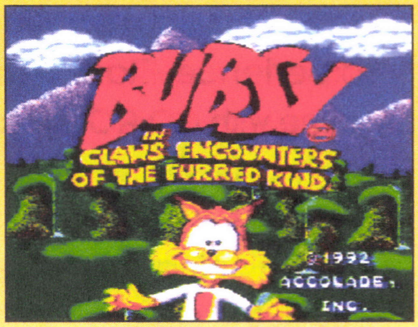
Stop timer: `7E09-4D99`

Invincibility: `7E09-1D14`

Unlimited Magic: `7E09-2105`

Larry Joyce, Ontario, Canada

Bubsy


BUBSY
IN CLAWS ENCOUNTERS OF THE FURRED KIND
©1992 ACCOLADE, INC.

4350
41
9:59
8

Invincibility: `7E00-A104`

Infinite time: `7E00-DF59`

Always black: `7E00-A304`

Larry Joyce, Ontario, Canada

Send your Pro Action Replay and Game Genie codes to:

Code Central
P.O. Box 5828
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BLOW-AWAY CD-ROM GRAPHICS IN A CARTRIDGE!

Now Available On Super Nintendo!

FLASHBACK

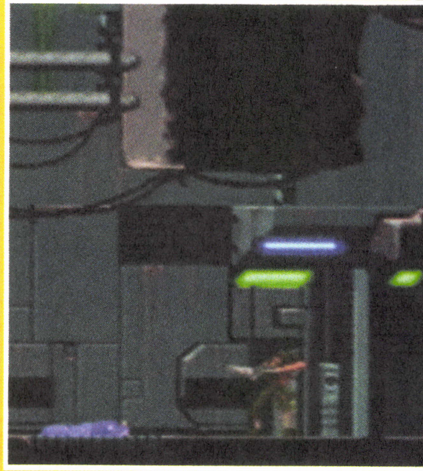
THE QUEST FOR IDENTITY™

Experience Flashback, the world's first cartridge game with CD-ROM-quality action and graphics. With its fluid 24-frame-per-second movements, incredible graphics, and awesome animated sequences, it's like watching the wildest sci-fi flick in history – and you're the star!

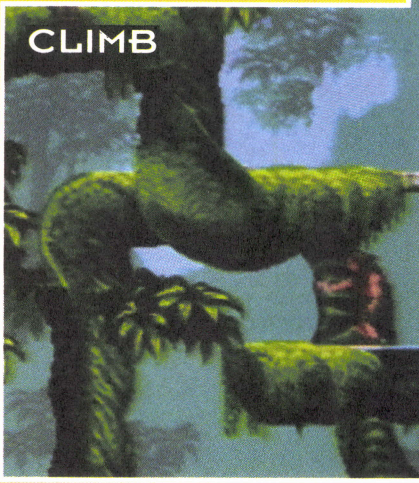
As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation, With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?

NEW WASHINGTON: You found your memory. Now if only you could loose those mutants . . .

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.



U.S. GOLD and Delphine Software PRESENT
FLASHBACK
THE QUEST FOR IDENTITY
Exclusive Marvel comic inside!
GENESIS
U.S. GOLD PRESENTS FLASHBACK
THE QUEST FOR IDENTITY
Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM

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U.S. GOLD

Available for Super Nintendo Entertainment System® and Sega™ Genesis™.

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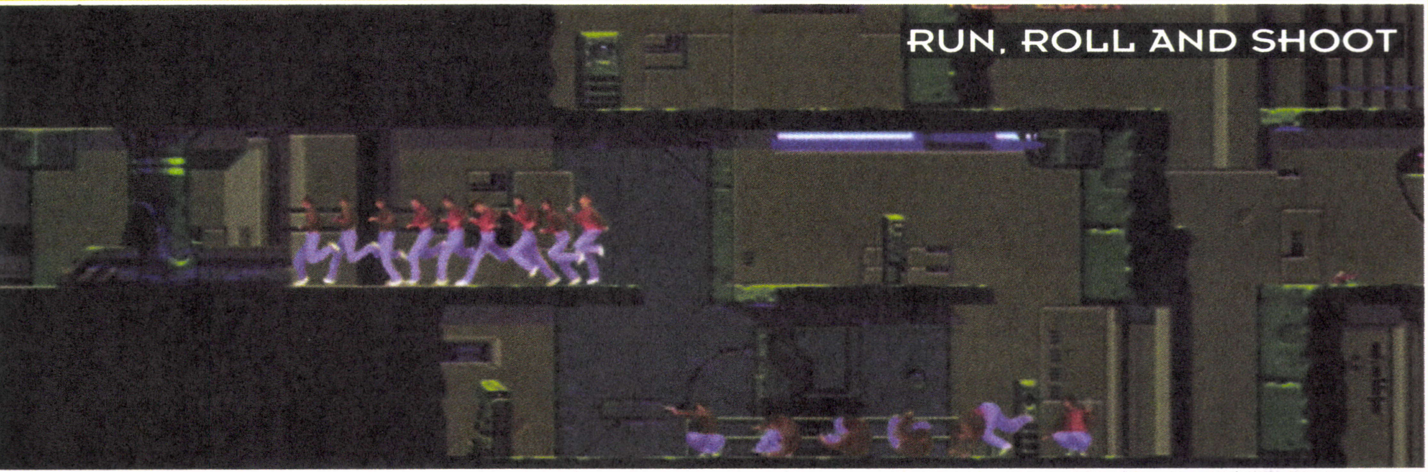
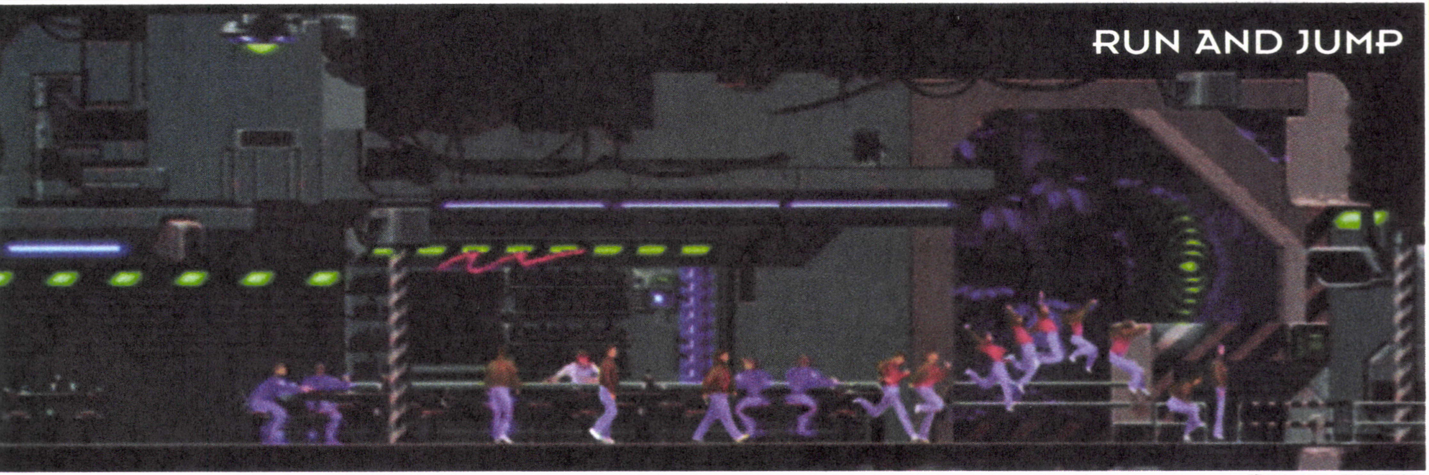
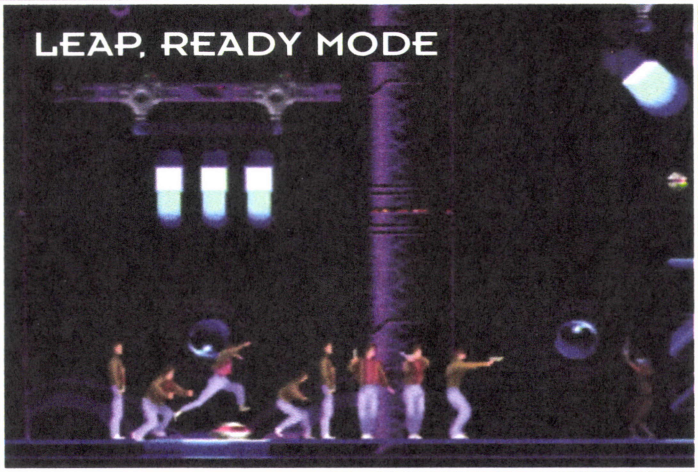
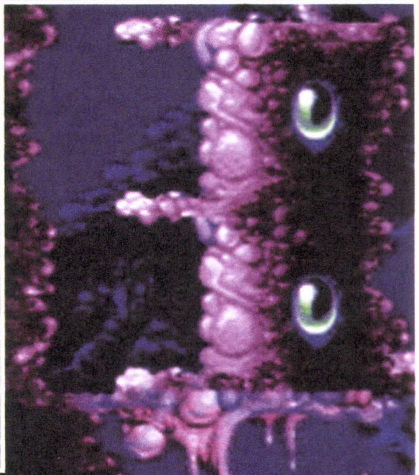

RUN, ROLL AND SHOOT

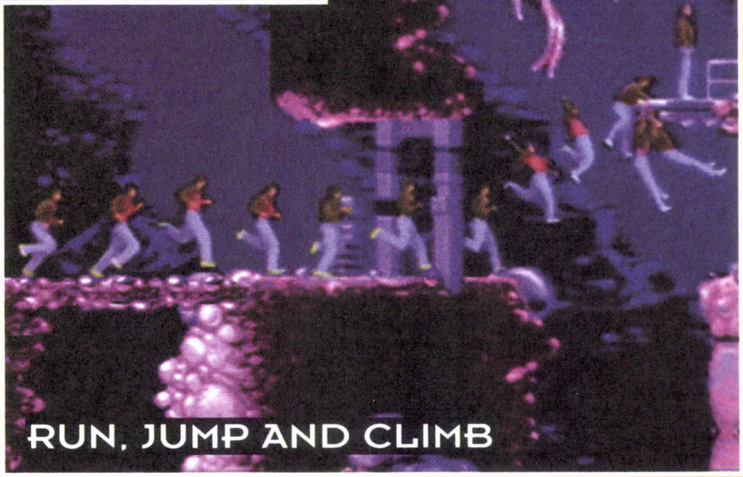

RUN AND JUMP


LEAP, READY MODE



CYBER TOWER: The game show where you compete with violent replicants for the grand-prize — your life.

PLANET MORPH: On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.


RUN, JUMP AND CLIMB

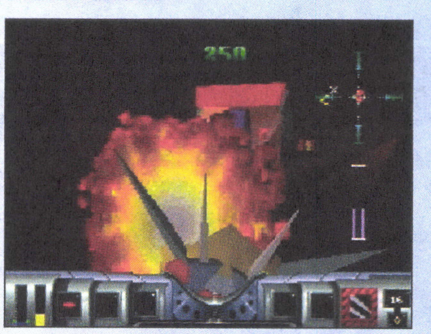
JAGUAR PROTIPS SPECIAL

Jaguar Codes

Here's a quick rundown of all the codes prowling around for the Jaguar:

Cybermorph

Sector Codes



Soar into any Sector, as well as a secret unknown sector, with these simple codes:

Sector 1: `1008`
Sector 2: `1328`
Sector 3: `9325`
Sector 4: `9226`
Sector 5: `3444`
Unknown: `6009`

There are four planets in the Unknown sector. The lower right-hand planet is a bonus planet packed with power-ups.

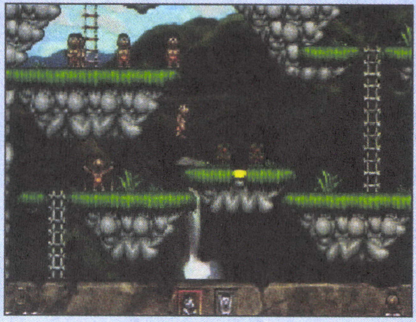
Cybermorph

Unlimited Ammo

To snare unlimited ammo in Cybermorph, **simultaneously press Buttons 1, 3, 5, 7, 8, and 9** on the control options screen.

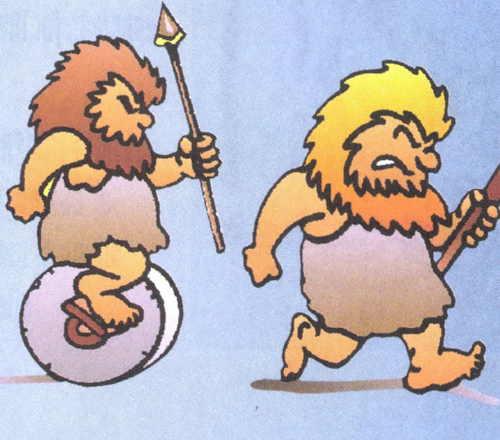
Evolution: Dino Dudes

Level Passwords



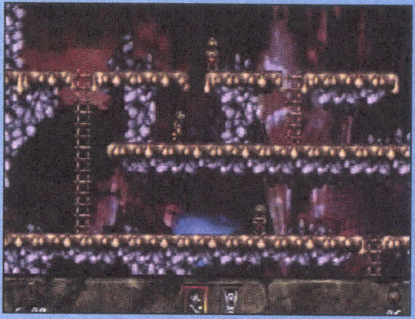
Hey, dude, here are tons of dino-mite passwords:

Level 4: `G MEN`
Level 5: `GO WEST`
Level 6: `LEMON ENTRY`
Level 7: `WAGON WHEEL`
Level 8: `OIL DRUM`
Level 9: `MOON ORBIT`
Level 10: `HARD ROCK`
Level 11: `TRIP AND FALL`
Level 12: `ALARM CLOCK`
Level 13: `BIG COUNTRY`
Level 14: `HOG TIED`
Level 15: `CAN CAN`
Level 16: `CUTE MOUSE`
Level 17: `SPARKY PLUG`
Level 18: `PONY EXPRESS`
Level 19: `PADDED CELL`
Level 20: `LOG PLUME`
Level 21: `CANVAS SAIL`
Level 22: `GOLDEN ERA`
Level 23: `WIDE SEAT`
Level 24: `BAD KARMA`
Level 25: `CRASH BARRIER`
Level 26: `LIME GLASS`
Level 27: `SURF UP`
Level 28: `PENAL COLONY`
Level 29: `RELIEF ART`
Level 30: `TRIBAL DANCE`
Level 31: `SODA FOUNTAIN`
Level 32: `PARKING SPACE`
Level 33: `PIZZA DUDE`
Level 34: `CROW FLIES`
Level 35: `TILED ROOF`
Level 36: `SLATE MISSING`
Level 37: `OPENING TIME`
Level 38: `INNER PEACE`
Level 39: `BAD DOG`
Level 40: `SOUR BELLY`
Level 41: `LARGE MUG`
Level 42: `HALF A BET`
Level 43: `SING SING`
Level 44: `BROWN COW`
Level 45: `IRON HORSE`
Level 46: `WHITE MALE`
Level 47: `BOX OFFICE`
Level 48: `CORNY FUR`
Level 49: `ATOM CAT`
Level 50: `FREE WHEELING`
Level 51: `BUSH FIRE`
Level 52: `CAR BRA`
Level 53: `PORK PIES`
Level 54: `STORMY WEATHER`
Level 55: `STAGE COACH`
Level 56: `QUAY BORED`



Evolution: Dino Dudes

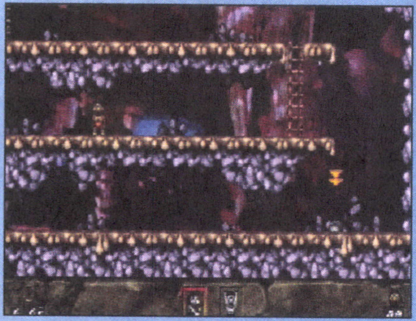
Infinite Time



To get infinite time, enter the code `TIME STANDS`. If you've got the sound effect volume turned on, you'll hear a thunderclap. Use AC to clear out the password `ROUND ONE`, and then enter the code `STILL FOREVER`. If you've done the trick correctly, you'll hear a belch and another sound. The timer won't count down on any game until you turn the power off.

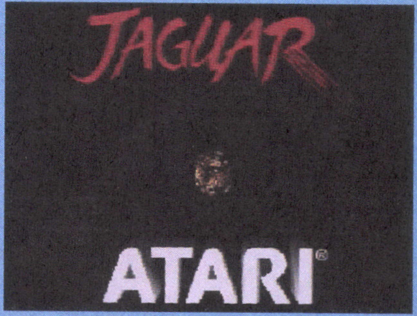
Evolution: Dino Dudes

Reincarnation



If your dudes die, use this code to keep 'em alive. Enter the password `ONCE DEAD`. If the sound effect volume is turned on, you'll hear a thunderclap. Use AC to clear out the password `ROUND ONE`, then enter the code `TWICE BORN`. If you've done the trick correctly, you'll hear a belch and another sound. Your dudes will reincarnate until you turn the power off.

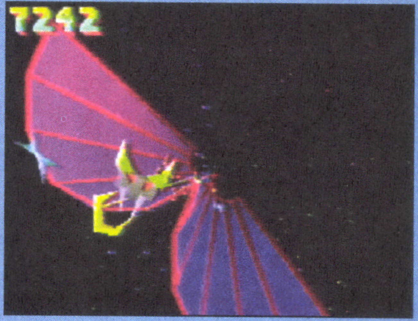
Just for Fun



Stick any Jaguar cart into your system. Hit the power button. When the Jaugar logo appears on-screen, **simultaneously press Option and Pause** and then release them. When the spinning Jaguar cube appears, you can change its shape by hitting various directions on the joypad. When you want to begin your game, **simultaneously press Buttons A, B, C, Option, and Pause.**

Tempest 2000

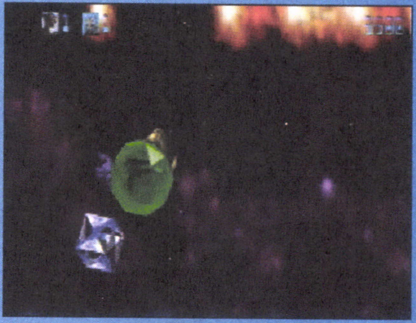
Special Warp



When the game select screen appears, **simultaneously hit Buttons 1, 4, 7, and A.** If you've done the trick correctly, you'll hear the word "Excellent." Then, **hit Option to exit a level, and Button 6 to warp.**

Trevor McFur in the Crescent Galaxy

Special Options



When the title screen appears, type in the code `1193` on Controller One. The game will begin normally, but you'll be able to use Controller Two for all kinds of great things:

Button A: Increases foreground scrolling.
Button B: Decreases background scrolling.
Button C: Use current special weapon without deducting from collected weapons.
Button 1: Power up your bullets.
Button 2: Cycle through the power-ups on the Bomb.
Button 3: Mark different moons as complete.
Button 4: Use to turn on invincibility.
Button 0: Press to choose special sound effects.
Button *: Use to play currently selected sound.

JAGUAR
ATARI
64-BIT INTERACTIVE MULTIMEDIA SYSTEM

AN NBA JAM Strategy Session

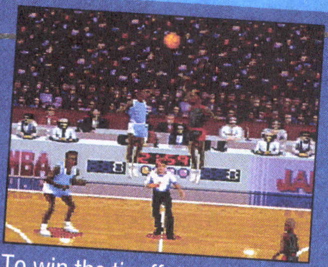
By The King Fisher

NBA Jam Strategies

Genesis, SNES, Arcade, & Tournament Edition

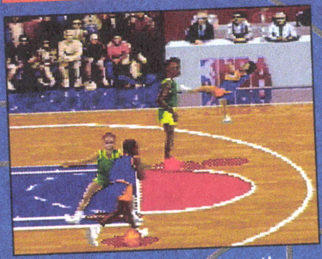
Here's a comprehensive strategy guide with general techniques that'll help you beat both 16-bit home versions of NBA Jam, as well as the Original and new Tournament Edition Arcade games. We've also included some jammin' power-ups for the 16-bit carts and the Tournament Edition arcade game. Whether you're playing against the CPU or one-on-one, all you have to do is master these skills and use 'em and the Coaching Tips consistently to wipe the other players off the court. Guaranteed!

The Tipoff



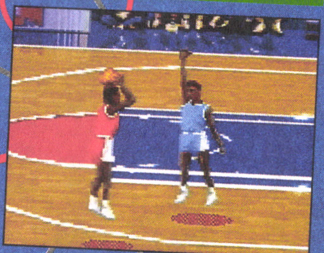
To win the tipoff, tap the Shoot button as rapidly as possible when the ref tosses the ball in the air. Whoever taps the Shoot button the most wins the tipoff.

Hit 'Em Hard



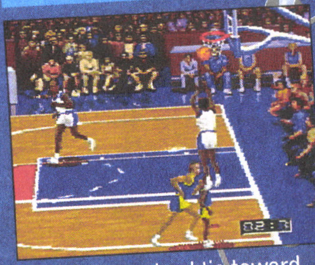
On defense, knock down the opponent without the ball to eliminate the possibility of a pass to him. This technique is very effective when a player goes up for a slam and the second player hangs out in three-point range. Nail the player in three-point range, and the player going up for the slam can't pass it off to him.

Fake 'Em Out



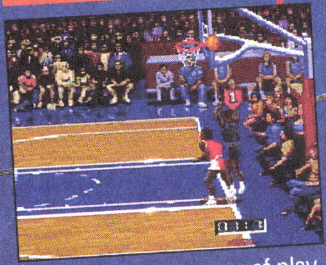
If you starting to shoot, but notice a player homing in on you for the block, don't release the ball. Instead, hold it and take your shot when the coast is clear. If you're about to get nailed, pull the ball down, kick in the Turbo, and exit the area.

To Draw or Not To Draw



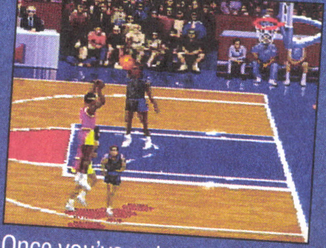
If you're in a dead tie toward the end of a game and there's more than three seconds left on the clock, the shooting accuracy of all players decreases. Wait until there's three ticks or less left in the game before you shoot, or hold onto the ball and take your chances in Overtime.

3...2...1



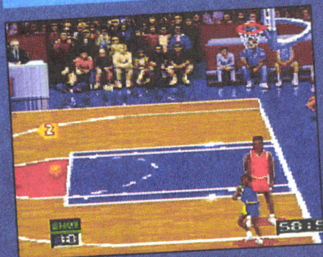
The shooting accuracy of players goes up in the last three seconds of each quarter. If you're down by a point with more than three seconds left, hold onto the ball until there are less than three ticks on the clock – then shoot away.

Follow the Leader



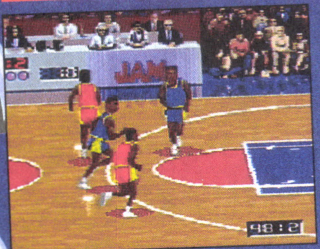
Once you've got your hands on the ball, follow your drone or second player. They'll usually clear a shooting lane for you so you can shoot away.

No Interceptions



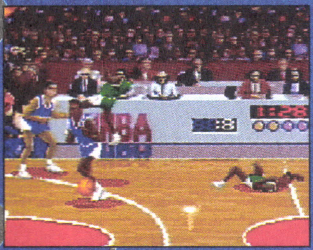
To reduce the chance of pass interceptions, keep your second player on-screen. Passes made to off-screen players have a higher interception rate.

Losing Speed



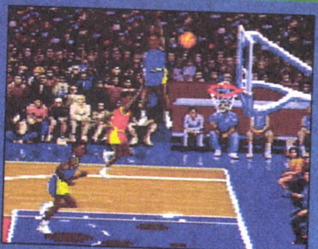
During the last minute of any quarter, the losing team's speed will increase, giving them a slight edge. Pass the ball around and, when you're going in for two points, slam it instead of taking a regular shot. Both of these tactics will take time off the clock and reduce your opponents' time of possession.

Nail 'Em Off-Screen, Too



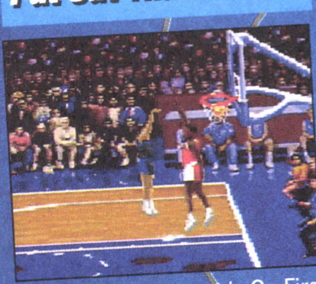
It's important to knock players on their tails to reduce the possibility of a pass. It's also advantageous to do the same to players off-screen. Just align the arrows that represent the players, then push your Turbo and Steal buttons to knock down your opponent. This move gives you the advantage since a pass to that player can be easily intercepted and turned into a quick score for you.

He Finger Rolls It In!



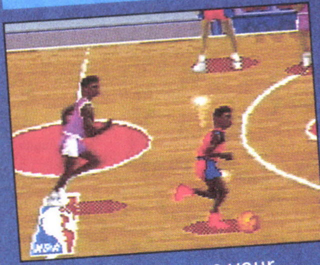
While almost all shots are blockable, the Lay-up is less susceptible to being blocked. If you're in a close game and know that all your shots need to count, go to the Lay-up. It may not be as flashy as a jam, but it'll get you two points all the same.

Put Out That Fire



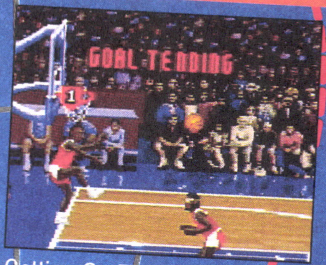
When your opponent is On Fire, your primary goal should be to put that fire out. The best way to handle that is making a regular shot or a Lay-up. Avoid the three-pointer since your chance of making that shot is less than that of any other shot.

Speed Kills



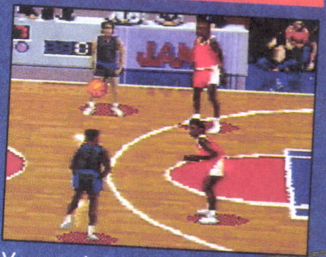
Be sure to conserve your Turbo for the times you need it. Don't chase the other teams' players with Turbo activated. Just use Turbo to keep up with players and for those occasional Shoves and monster slams.

It's Worth It



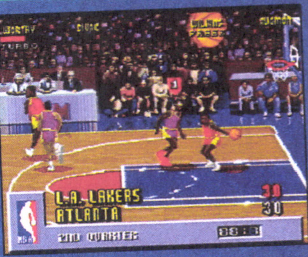
Getting On Fire is tricky at times, so do whatever you must to keep your shooting streak alive, including Goal Tending. Goal Tending will cost you points, but it's worth the penalty to get On Fire.

Staying Grounded



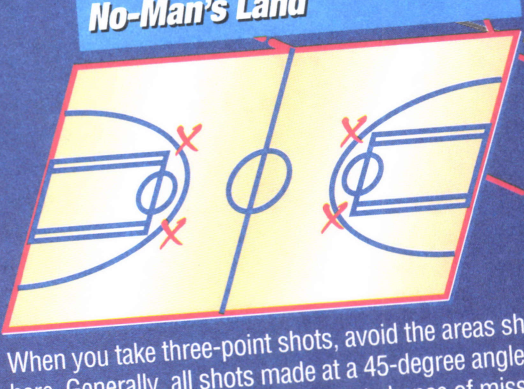
You can't pass to a teammate who's in the air. That means no Alley-Oops. When you're passing to your partner, be sure his feet are planted firmly on the ground. If not, the ball's up for grabs.

The Final Shot

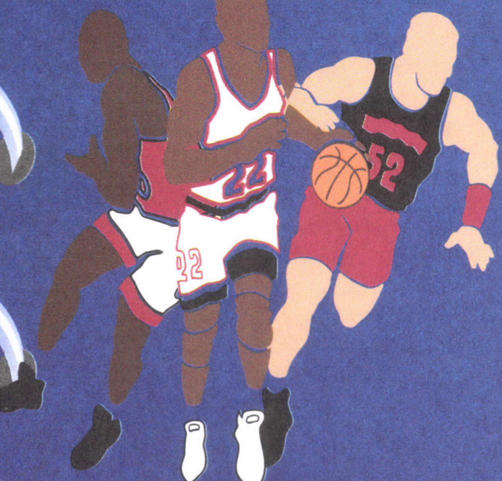


To get a shot off, you must have at least 0.6 seconds left on the shot clock. If you have approximately two or more seconds left when you get the ball, run upcourt and get as close as you can to the bucket to take a shot. Remember, you need just 0.6 seconds.

No-Man's Land

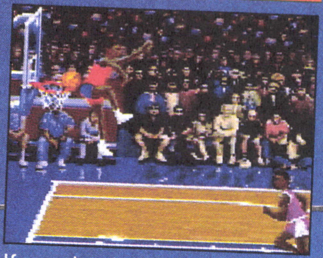


When you take three-point shots, avoid the areas shown here. Generally, all shots made at a 45-degree angle will be bank shots and have the greatest chance of missing.



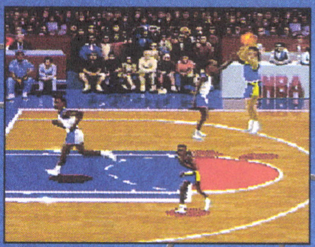
AN NBA JAM Strategy Session

It's All in the Wrist



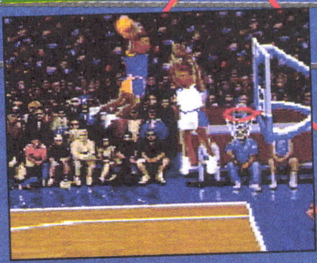
If you develop the skill of taking the ball off the rim, it'll save you the heartache of unwanted Goal Tending violations. To do this successfully, time your leap so you can snatch the ball as it hits the rim.

Customized Defense



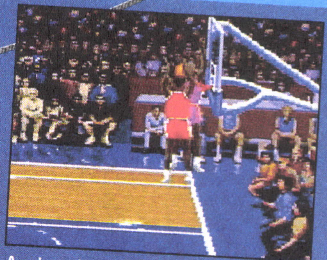
Customize your defense to your team. If you have a slow team, you should play a zone-type defense. A fast team should play a man-to-man type defense. A team with average speed should play a mixture of both.

Rejected!!!



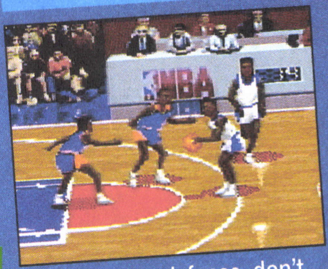
Becoming a dunk-rejecting machine will help your defensive game. To reject a dunk effectively, line up your player underneath the opposing dunker. As he's on his way down, leap and block that slam.

Follow the Ball



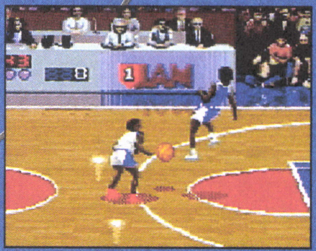
A simple rule of thumb for scoring more points is to follow your shot in. Following your shot in will get you more rebounds, which, in turn, provide you with more scoring opportunities.

Mix It Up



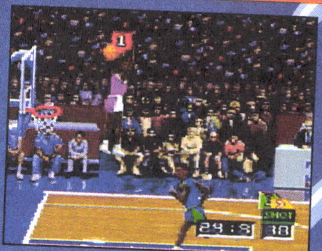
When playing defense, don't become predictable. If you normally fall back, mix it up from time to time with a Shove or a Swipe. Don't develop a pattern. When you're on offense, look for the opposing teams' defensive patterns and take advantage of them.

Shove 'Em



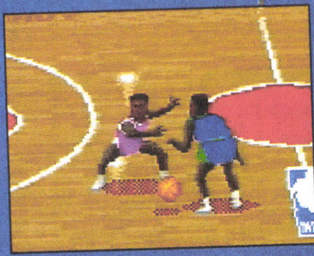
One skill that'll get you a ton of turnovers is the Push or Shove. To Shove an opponent, push Turbo plus Steal. Keep in mind that if you have a slow team you may want to limit the shoving to the area immediately around your hoop, since your Turbo is activated and puts you behind the opposing player. Quick teams don't need to worry about this unless they are playing against another quick team.

Keep the Fire Burnin'



While getting On Fire is a big plus, staying On Fire can be a major accomplishment. If you normally play an aggressive defense, instead of making a quick play for the ball or playing man-to-man, just drop your players back into a zone-type defense. Then use your player who's On Fire to defend against any baskets by Goal Tending. The Goal Tending violations will not apply to your fired-up player.

Turnovers



Defense is as important as offense, and playing a smart defense will get you more turnovers – which, in turn, gets you more scoring opportunities.

Instead of trying to Shove your opponent when he inbounds the ball, try to swipe at the ball. If you attempt to Shove your opponent and miss, you utilize your Turbo and move further behind the player. He's running toward the basket while you're playing catch-up – very difficult against a speedy team. If you miss with a swipe, simply turn around, hit your Turbo, and play your usual defense.

POWER UP! for the Home Versions

Powered-Up Defense

For both the SNES and the Genesis: Wait for the Tonight's Match-up screen to appear, then **tap any button five times**. On the fifth tap, press and hold the button until the tipoff.

Shot Percentage Display

SHOT % DISPLAY ACTIVATED
JAM

This feature rates the likelihood that you'll make a shot, excluding dunks. The Shot Percentage Display is for your own use, since a shot that registers at 5 percent has the same chance of sinking as one that registers at 75 percent – it depends on your player's attributes and whether computer assistance is on.

To get this display on the SNES or Genesis, **tap any button once** at the Tonight's Match-up screen, **then simultaneously press and hold down Down, Button B, and Button A**.

Powered-Up Intercept

MAJERLE
JOHNSON
TISDALE
RICHMOND
NBA
JAM

Steal the easy way with this code for either the SNES or the Genesis, especially if your team has speed problems or a low Defense rating. Wait until the Tonight's Match-up screen appears, then **hit any button 15 times while rotating the directional pad in a clockwise direction**. On the fifteenth tap, hold the button until the tipoff.

Powered-Up Fire

OLAJUWON
MAXWELL
JOHNSON
MOURNING
NBA
JAM
POWERUP FIRE

To be On Fire for the entire game:

SNES: Wait for the Match-up screen, then **hit any button seven times**. On the seventh tap, **press and hold Up and Buttons Y and B.**

Genesis: Wait for the Match-up screen, then **tap any button seven times. Then, hold Up and simultaneously press Buttons B and C.**

POWER UP! NBA Jam Tournament Edition

Powered-Up Intercepts

NBA
CPU
CPU
CPU
EDITION
QUICK HANDS

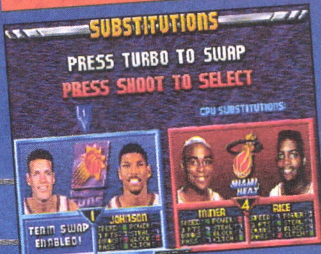
Want really quick hands and serious intercept speed? At the Match-up screen, **tap any button at least five times** before the screen begins to shrink. Then **hold Down on the joystick and, as the screen finishes shrinking, hit the Shoot button.**

Get Away with Goal Tending

TONIGHT'S MATCH-UP
SPURS
VS
8TH MOST POPULAR TEAM IN THIS LOCATION
18TH MOST POPULAR TEAM IN THIS LOCATION

If you've got fast fingers, you can get away with Goal Tending 70 percent of the time. At the Match-up screen, **tap any button 24 times** before the screen begins shrinking.

Team Swap at Halftime


SUBSTITUTIONS
PRESS TURBO TO SWAP
PRESS SHOOT TO SELECT
CPU SUBSTITUTIONS
TEAM SWAP ENABLED!
JOHNSON
MINER
RICE

To swap teams at the half, go to the Substitution Page, **hold Right on your joystick, then hold Pass for two seconds.**

Maximum Power

MIDWAY
CPU
CPU
CPU
EDITION
MAX POWER

Go for Maximum Power (you can't get knocked down) and rule the courts. At the Match-up screen, **hold Down on the joystick, then simultaneously press Turbo, Shoot, Pass, and Start.**

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All the news that's fit to print!

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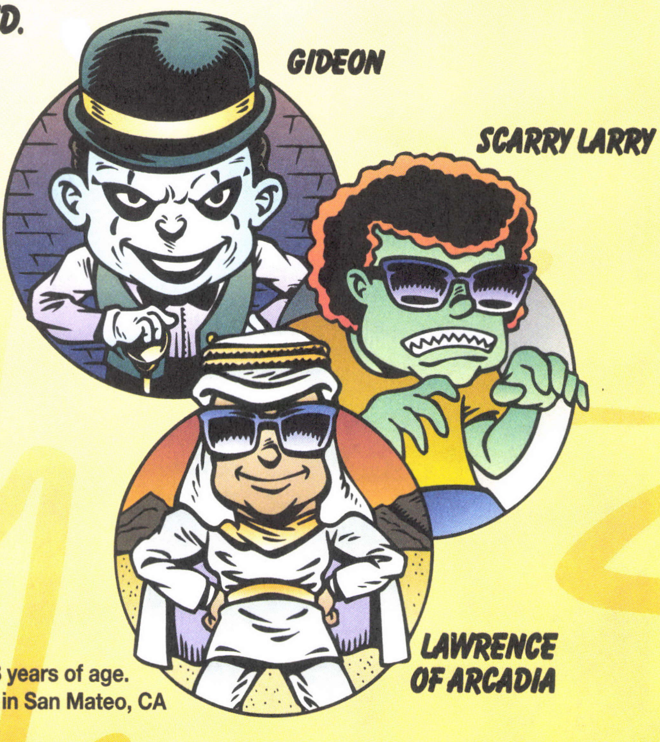

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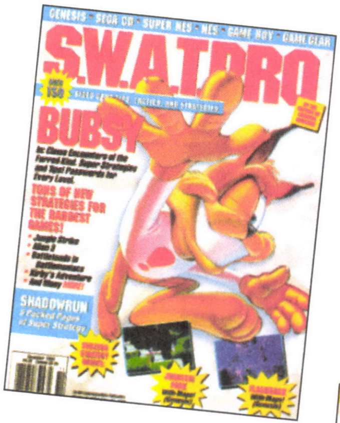
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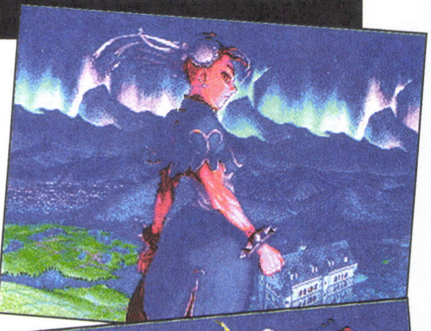
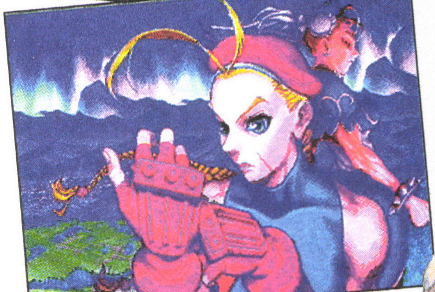
ARCADE GAMEBUSTERS

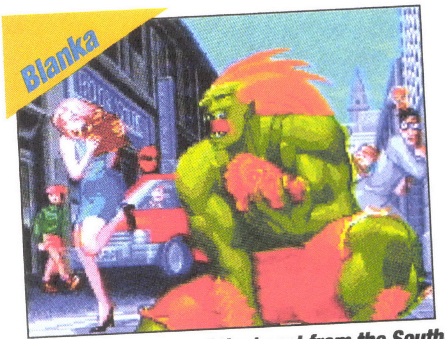
SUPER
STREET FIGHTER II
TURBO

By Slasher Quan

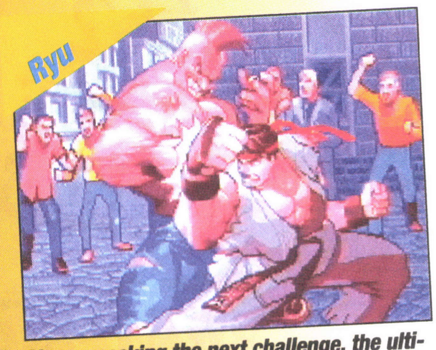
Super SF II Turbo is taking knuckle pirates across the country back to their favorite Hyper Fighting speed level, and it's packed with a variety of new moves, techniques, and animations. And guess what! It's actually worth learning all the CPU patterns, because every World Warrior, playable Boss, and New Challenger has an all-new cinematic-frame ending. All you must do is beat the game on any difficulty level, regardless of the number of continues you use or whether the second player joins in the action. Check out all the new endings, but keep playing...if Capcom followed tradition, there's probably an extra surprise if you can beat the game without losing a continue or a round (not pictured).



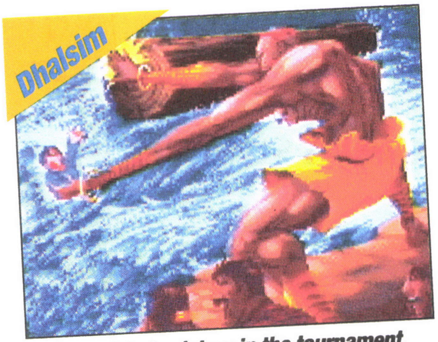




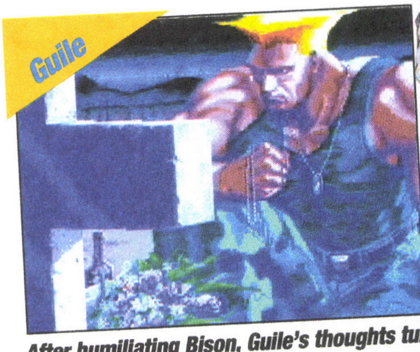
Arrrrarh! The roar of the beast from the Southeast can be heard by all when he's turned loose in the big city. Don't get in his way or he'll fry you like...oh, whatever.



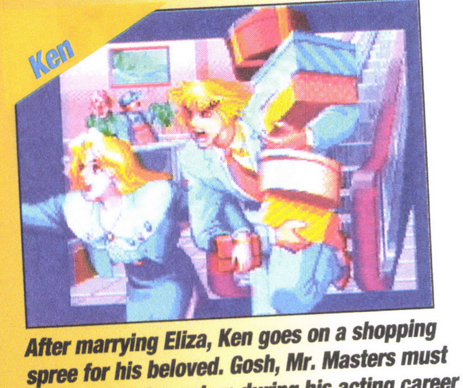
Always seeking the next challenge, the ultimate World Warrior gets himself into a scrap with a familiar-looking mohawked opponent who strongly resembles Birdie from Street Fighter I.



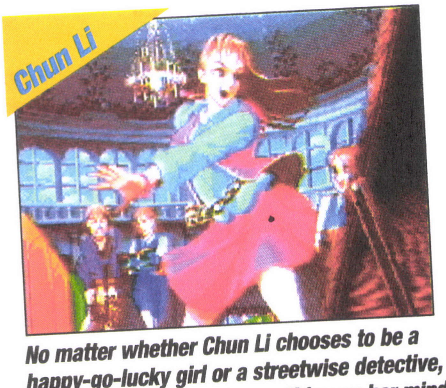
After Dhalsim's victory in the tournament, many critics suggested the Yoga man's talent for extending his limbs wouldn't have any practical use in real life. Dhalsim proves them all wrong by saving a drowning child from a raging river.



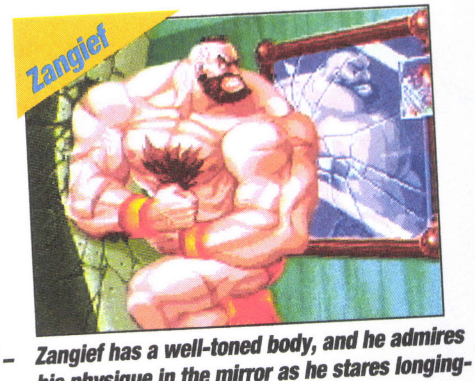
After humiliating Bison, Guile's thoughts turn to his fallen comrade, Charlie. Guile pays one last visit to the grave of his friend.



After marrying Eliza, Ken goes on a shopping spree for his beloved. Gosh, Mr. Masters must have really cleaned up during his acting career to afford a trip to the mall!

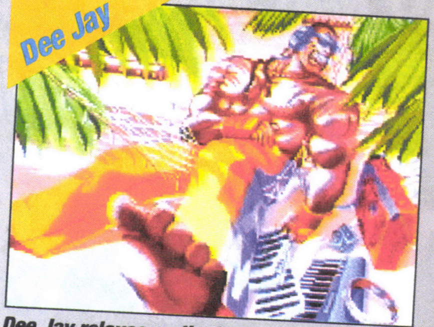


No matter whether Chun Li chooses to be a happy-go-lucky girl or a streetwise detective, she seems to have only one thing on her mind – buying a new dress! Thugs, beware!



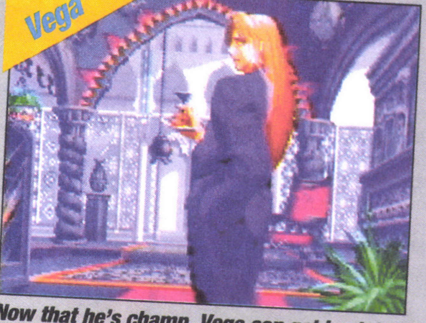
Zangief has a well-toned body, and he admires his physique in the mirror as he stares longingly at a photograph of...Vega? WHAT?

Dee Jay



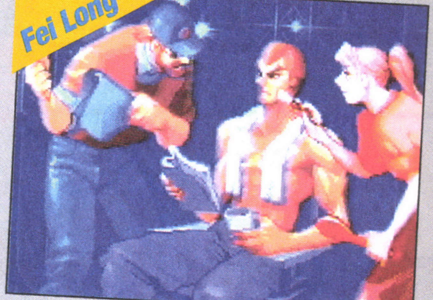
Dee Jay relaxes on the beach with some of his fave tunes jammin' in his ears.

Vega



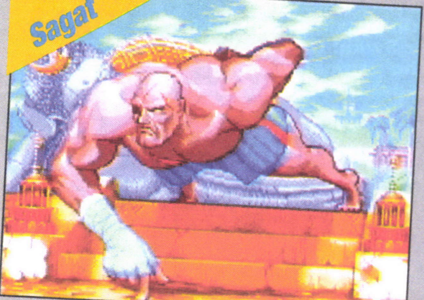
Now that he's champ, Vega can get back to one of his other favorite passions – partying! He dresses up for a glorious night at his castle.

Fei Long



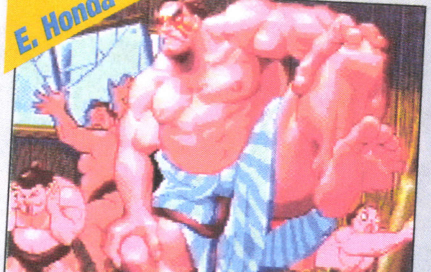
Okay, so this kung fu champ said there will never be another great one...but could a movie career still be in his future?

Sagat



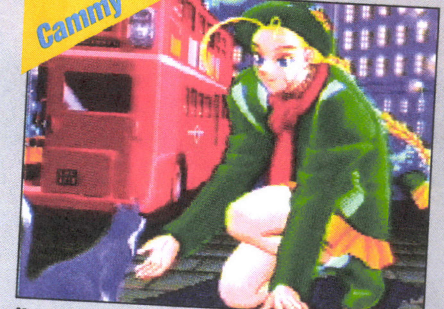
Everyone's favorite uppercut hero returns to train in Thailand. Push-ups are no problem, even on one finger!

E. Honda



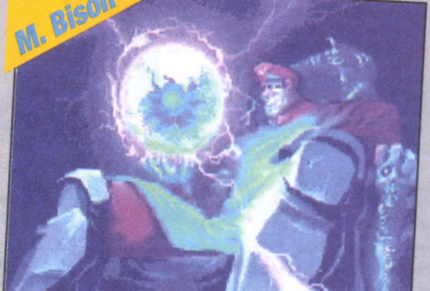
The sumo wrestler displays his brute strength and power to his onlooking students.

Cammy



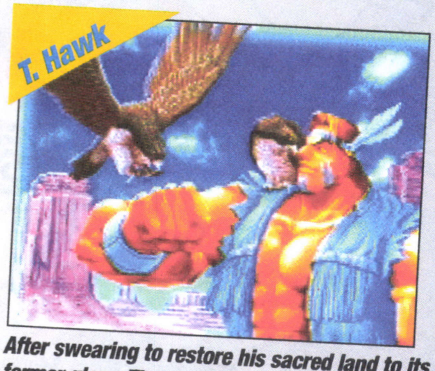
It seems that Cammy finally has time to be a kid again, and maybe she will find a new pet kitty on the streets of England. Will she ride the double-decker bus home?

M. Bison



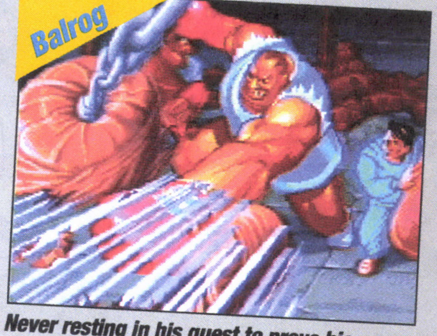
Now that no one is left to oppose him, Bison's armies of darkness can move ahead with their plans to conquer the world. Not even the "ancient one" can stop him now!

T. Hawk



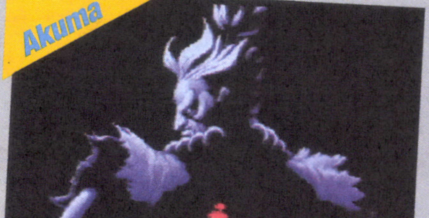
After swearing to restore his sacred land to its former glory, Thunder Hawk reunites with his namesake and looks forward to a brighter day.

Balrog



Never resting in his quest to prove his power to the world, Balrog trains for his next fight by splitting a punching bag in two! Your face could be next!

Akuma



If you manage to find and defeat uppercut brother #4, the secret boss who appears in place of Bison, this is the special ending you'll find. Is there a better ending if you win without losing a continue or a round?

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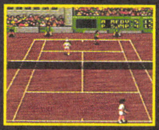

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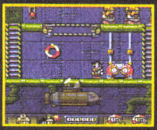

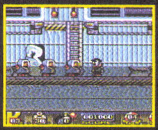

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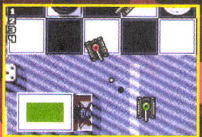
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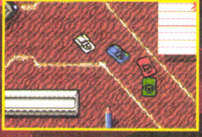
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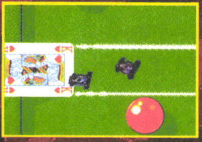
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Experience the wildest racing game ever created! 27 all-action tracks of miniature mayhem as you race the Micro Machines vehicles - loaded with turbo-power. Sand buggies, Turbo Wheels, Formula One cars and more! A smash-hit video game - it's the hottest two-player head-to-head challenge race ever devised!

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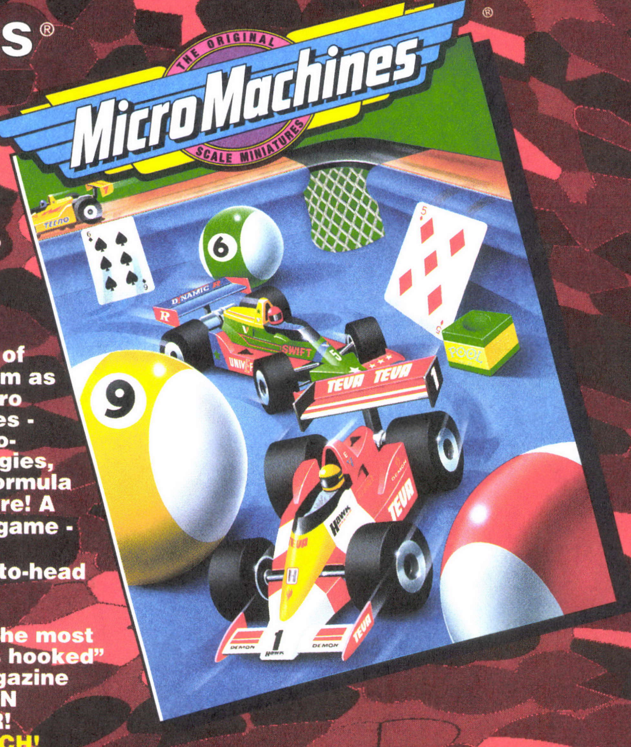

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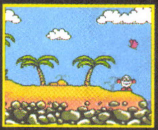
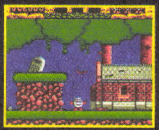
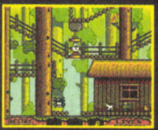
"In a league of its own, a unique cartoon adventure"
EGM magazine

Genesis • Game Gear
Amiga • NES

* Titled The Fantastic Adventures of Dizzy







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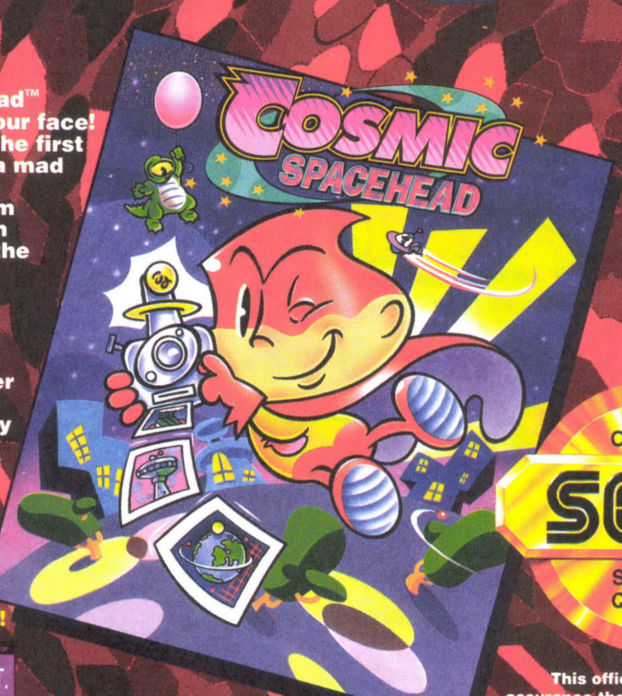
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	3.5	4.0	Intermediate



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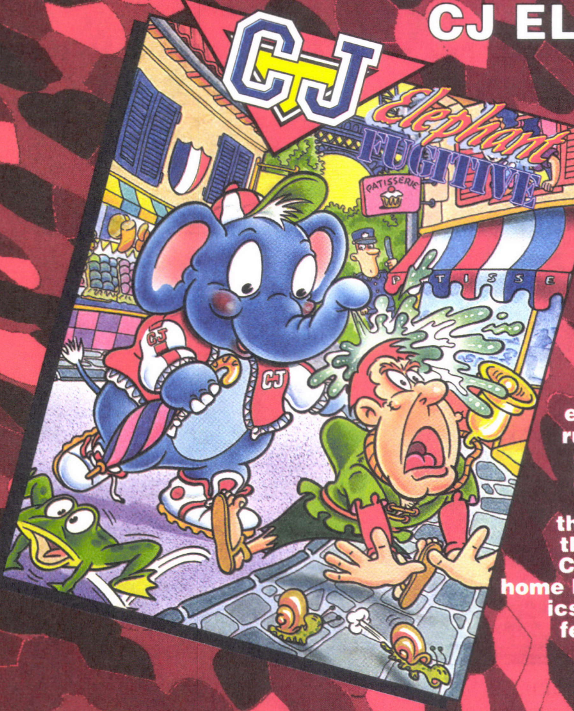

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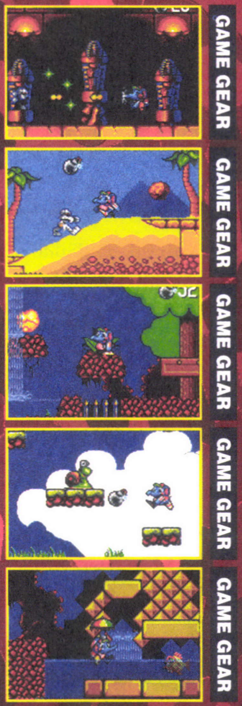
Enter a world of elephant antics in a frantic arcade action challenge with the bravest, most heavily-armed elephant ever - C.J. Fed up with life in London Zoo, C.J. escapes and is on the run! It's brilliant - non-stop running, leaping and peanut -shooting action! C.J. hurtles through London, Paris, the Swiss Alps, Rome, Cairo and Africa to his home land! Stunning graphics on Game Gear! Also features bonus game - C.J.'s Trunk-to-trunk arcade challenge!

AVAILABLE: MAY



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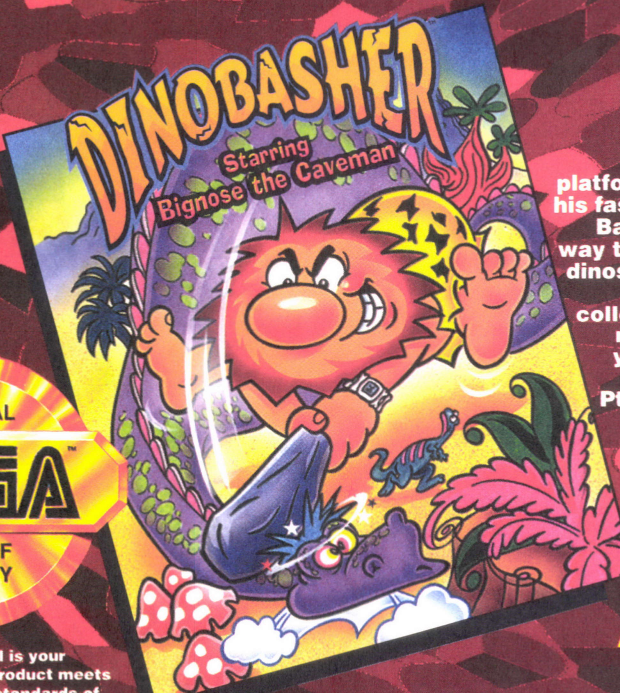

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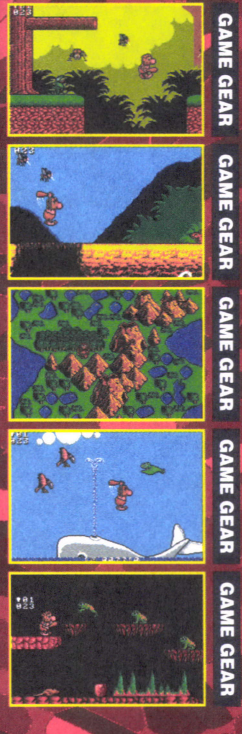
"Great cartoon graphics, brilliant music and, most importantly, excellent fun!"

AVAILABLE: MAY



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TOEJAM & EARL 2: PANIC ON FUNKOTRON

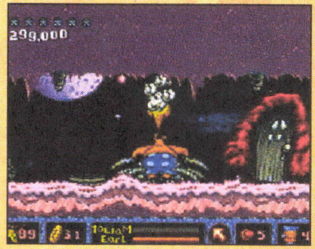
STRATEGY GUIDE

By Earth Angel

Here's the final installment of our three-part ToeJam & Earl: Panic on Funkotron Strategy Guide. Check out our tips for Levels 13 through 17, plus take a look at the end of the game. We've also got a complete set of passwords and some really funky Game Genie codes that'll give the boys a much-needed hand in those tough final levels.

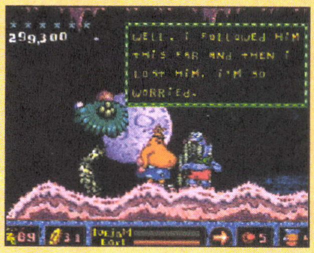
LEVEL 13

PRESENT YOURSELF

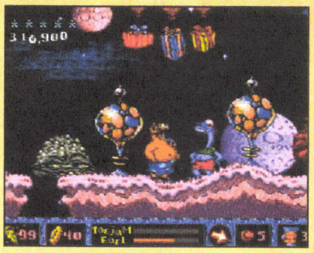


Just past the series of raised pillars with Presents above them is a special bush with unlimited hidden food. Yum-yum!

PRESENTS FROM SHARLA

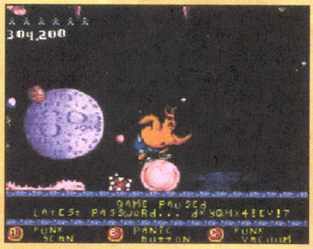


WELL, I FOLLOWED HIM THIS FAR AND THEN I LOST HIM. I'M SO WORRIED.

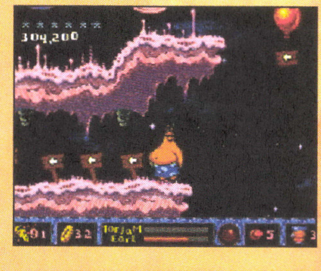


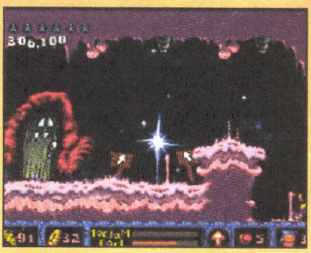
Sharla is missing one of the twins, and she's bawling her head off, as usual. If you find the missing twin for her (he's next to the spot where the secret door for the hidden Slug is – see below), she'll be eternally grateful – and she'll give you a bunch of very cool presents.

X MARKS THE SPOT



GAME PAUSED
LATEST PASSWORD... dRYQHX4!EV!7

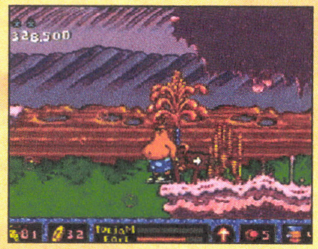


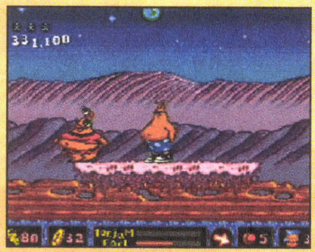


In this level, you've got to look for Theodore, the Funkapotamus's pet Slug. To find the Slug, search for the X sign with the pink bubble next to it. Then, ride the bubble down until it pops and jump off to the left onto the ledge. Follow the arrows to the left and hit the button to enter a secret room. The door to the spot where the Slug is hidden between the two arrows.

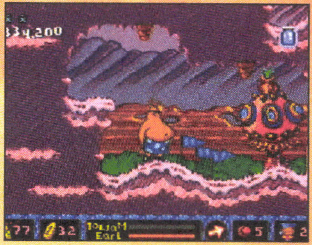
LEVEL 14

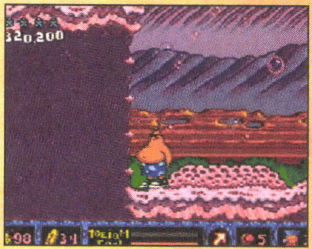
FIND THE RECORD PLAYER

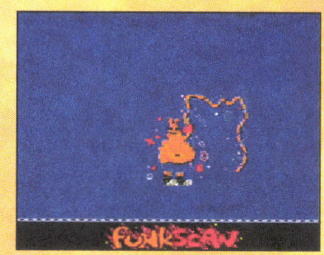




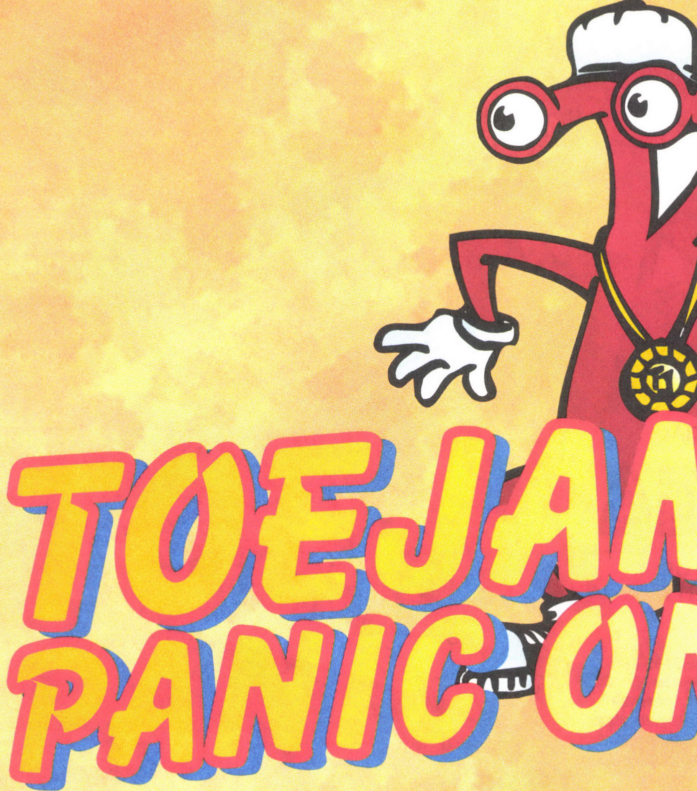
The Funkapotamus's favorite Record Player is hidden deep in the heart of Mayhem Mountain. To find it, first speak with Lewanda and Bloona – they're hanging out on top of the mountain. To reach the top of the mountain, leap off the ledge shown above to some invisible platforms. Before the girls will tell you where the Record Player is, you'll have to solve an argument for them.





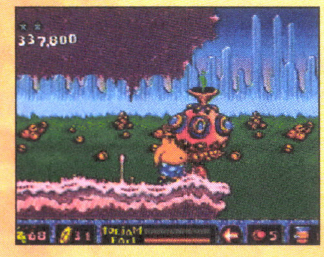


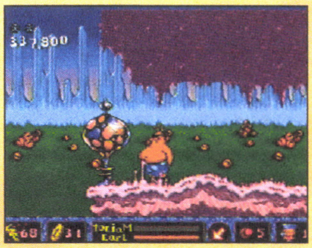
Then, head down into the middle of the mountain to a spot where three flags are next to one another. Funk warp through the wall down and to the left, and you'll find a secret door underneath that leads to the Record Player.

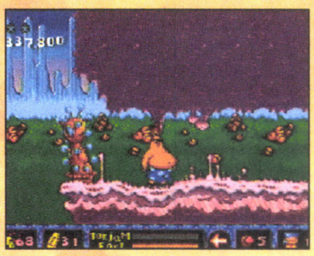


LEVEL 15

ESCAPE THE BOTTOMLESS PIT

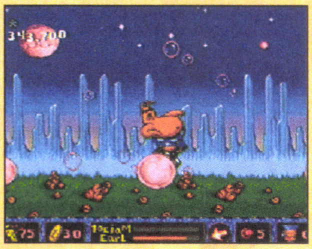


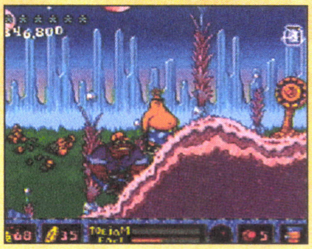




To escape the Bottomless Pit, you have to clear all three areas. To reach each area, hold Right or Left on your control pad as you fall and you'll land on one of the three ledges that lead to the three areas.

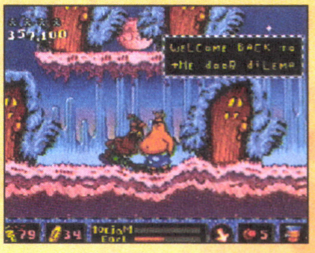
BUBBLE BOUND

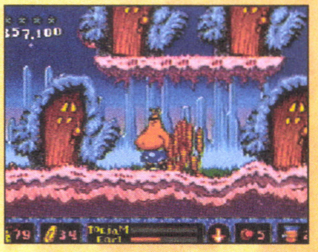


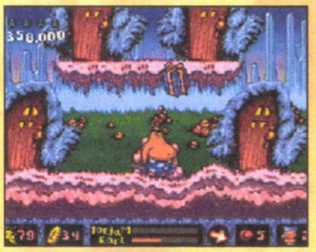


To capture all the Earthlings in the Bubble Blvd. (the first ledge on the left in the Bottomless Pit), you'll have to take a bubble ride across the water. The trick is to ride on the middle of the three pink bubbles to the left of the ledge in the air. If you ride on the first or third one, it'll pop and you'll plunge into the water.

DOOR NUMBER?


WELCOME BACK to the door dilemma





To find the Funkapotamus's Lumpy Pillow, you'll need to have a chat with good ol' Sharla. But first you'll have to get through a maze of doors (the Door Dilemma) that leads somewhere only if you enter them in the correct order. You can tell if you've gone through the correct door by watching Otis. If he changes into a bush, then you've gone through the correct door. Each time you go through the correct door, you'll notice a change in the bush. If you go through the wrong door, Otis reappears.

The correct order is: Lower left-hand door, upper right-hand door, lower right-hand door, upper left-hand door. *(Psst...don't forget to check each of the bushes for lots of Presents – the last one has 6000 points worth of Presents.)*

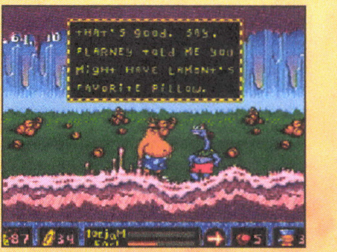
M & EARL 2:
N FUNKOTRON

TOEJAM & EARL 2: PANIC ON FUNKOTRON

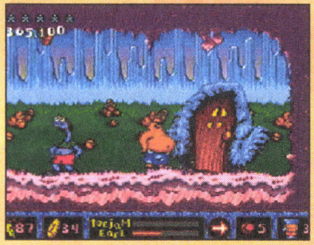
STRATEGY GUIDE

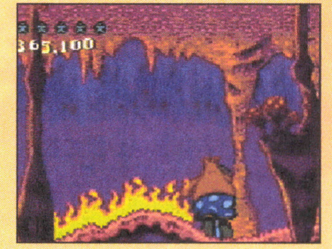
LEVEL 15

PILLOW FIGHT

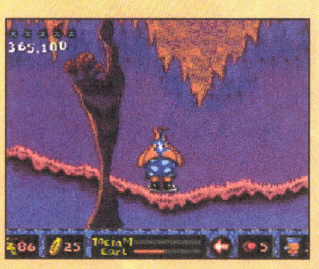


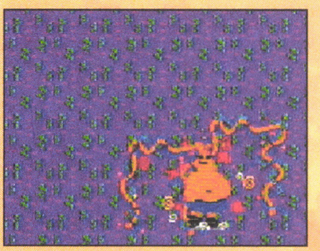
THAT'S GOOD, SIS. FLARNEY TOLD ME YOU MIGHT HAVE LAMONT'S FAVORITE PILLOW.

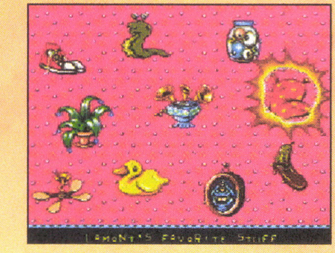




Once you find Sharla, she'll tell you that the Lumpy Pillow is hidden in the Roastin' Road. Go through the door to reach the spot. Use the coin meters to turn off the fire and then head left to the middle of the smoking area. There's a hidden door located where the fire originally was. Enter the door and you'll reach a secret stash of Presents.



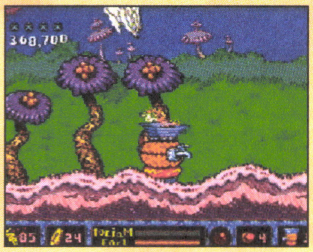


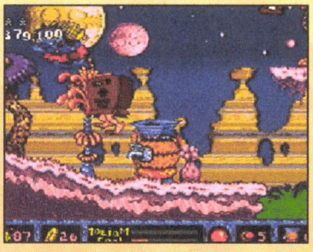


On the left side of this area are two hidden doors. The one on the left leads back to the Roastin' Road. The one on the right leads to the hidden room with the Lumpy Pillow inside. Once you've grabbed it, you've got all of the Funkapotamus's stuff.

LEVEL 16

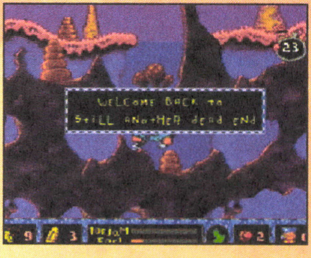
EARTHLING CHAOS



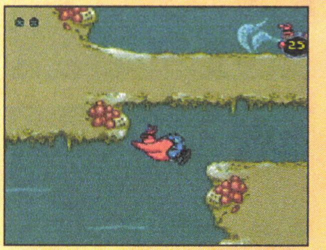


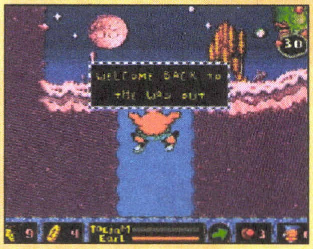
The final battle's not too complicated, but it's packed with Earthlings. If you save a few Funk Vacuums to help you clean up this mess, you'll have a much easier time. *(Psst...remember to check both areas of the Crazy Chasm, or you'll miss some of the Earthlings).*

THE WAY OUT



WELCOME BACK TO STILL ANOTHER DEAD END

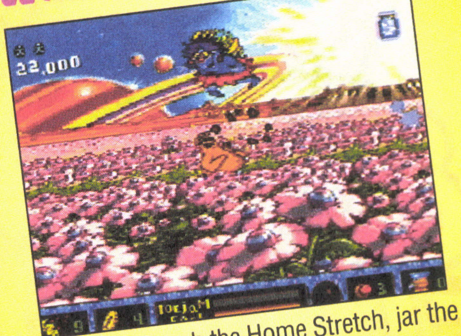




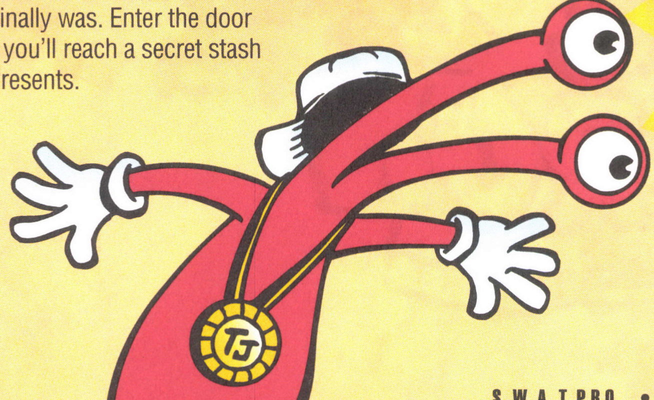
WELCOME BACK TO THE WAY OUT

To escape from Level 16, you've got to navigate through a nasty underwater maze. To find your way out, swim down as far as you can and then head to the left. The passages to the right all lead to dead ends – they've got nice Presents, but you really don't need them at this point in the game. Once you're out, it's a cakewalk to the end. Just jar a few last Fairy-Witches, and you're home free!

LEVEL 17



When you reach the Home Stretch, jar the last of the Fairy-Witches and that's it.



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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3DO and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33″ monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	___	
	E				___	
E	N	T	R	Y	W	MYSTERY
	T				___	WORD
				M	___	

WORD LIST and LETTER CODE chart

ENTRY .....W	CHASE.....G	WINGS .....P	STORM .....E
MAJOR ....H	MICRO.....M	DREAM .....R	NINJA.......B
METER ......F	QUEST.....O	TURBO ......T	RULER.......S
RANGE ....A	TOWER .....J	FLINT........U	HEAVY......Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

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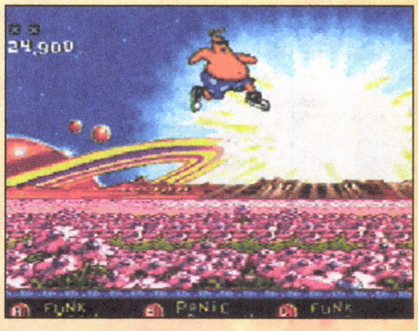
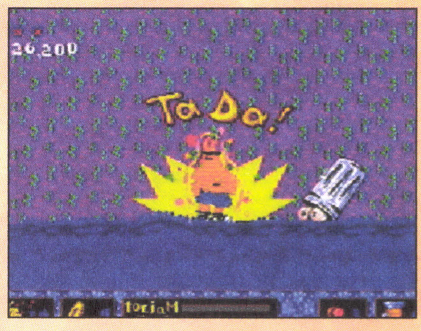
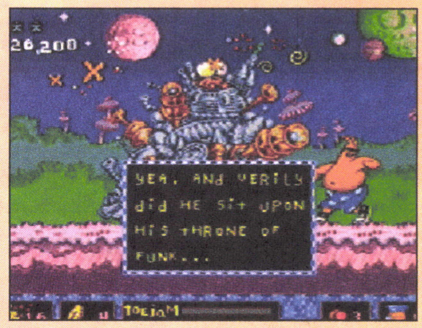
TOEJAM & EARL 2: PANIC ON FUNKOTRON

STRATEGY GUIDE

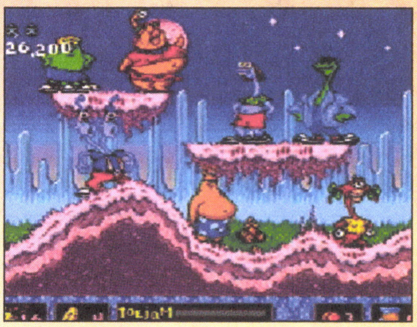
CELEBRATE GOOD TIMES





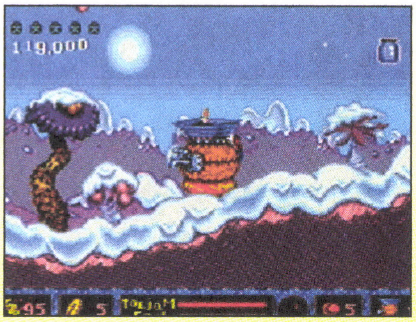


YEA, AND VERILY did HE SIT UPON HIS THRONE OF FUNK...



Once those nasty Earthlings are all captured, the boys can party down with their friends. If you've collected all of the Funkapotamus's Favorite Things, you also get to lure him out of hiding and put him back on the Funk Throne. Cool!

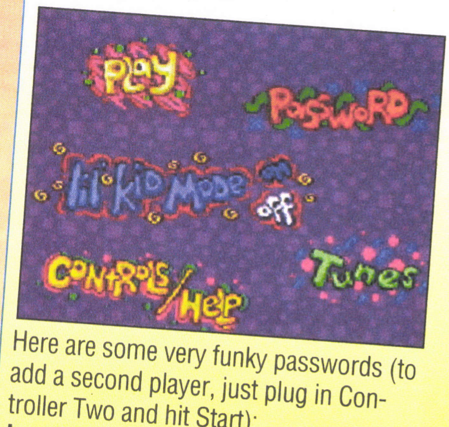
GAME GENIE CODES



Can't go it on your own? Here are a few Game Genie codes to help you out:

Infinite lives:	AJ4A-CA9G
Infinite Funk Vacuums:	BA3T-CA54
Begin on Level 10:	BE8A-CAGT
Begin on Level 11:	BJ8A-CAGT
Begin on Level 12:	BN8A-CAGT
Begin on Level 13:	BT8A-CAGT
Begin on Level 14:	BY8A-CAGT
Begin on Level 15:	B28A-CAGT
Begin on Level 16:	B68A-CAGT
Begin on Level 17:	CA8A-CAGT

PASSWORDS



Here are some very funky passwords (to add a second player, just plug in Controller Two and hit Start):

Level 3: `RWJ21EW1R80X`
(37 Funk, 2 Panic, 1 Vacuum, and 3 Lives)

Level 5: `VJW6EK21-J07`
(80 Funk, 5 Panic, 0 Vacuum, 12 Coins, and 6 Lives)

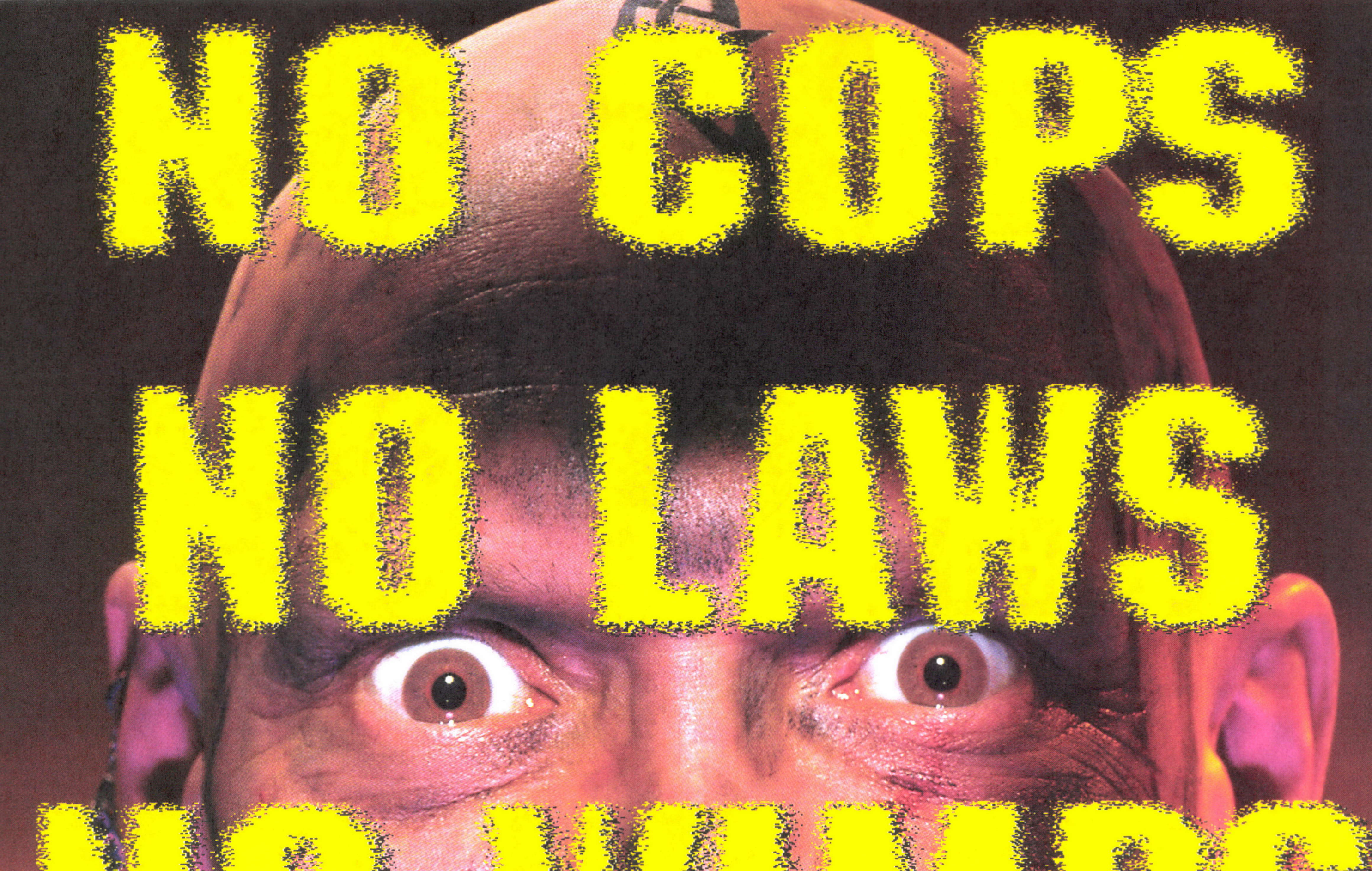
Level 7: `P0W09KAN-VQ`
(95 Funk, 5 Panic, 2 Vacuum, 5 Coins, and 5 Lives)

Level 9: `VDJF7M2DYT6L`
(99 Funk, 4 Panic, 5 Vacuum, 23 Coins, and 6 Lives)

Level 11: `VYJF73TH1PQQ`
(99 Funk, 5 Panic, 5 Vacuum, 43 Coins, and 6 Lives)

Level 13: `DKYQHX4!EV!7`
(89 Funk, 5 Panic, 5 Vacuum, 31 Coins, and 6 Lives)

Level 15: `J11L3R4C13H7`
(49 Funk, 5 Panic, 5 Vacuum, 36 Coins, and 6 Lives)



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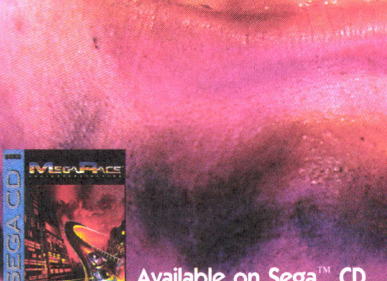
Choose your vehicle wisely. It may be the only thing that keeps you alive when you battle evil enemies like The Eviscerator and Rabies.

SEGA CD
MegaRace

Available on Sega™ CD
and IBM® CD-ROM.
Coming soon to 3DO™

ARE YOU A GIRLIE-MAN OR A MEGARACER?

Spectacular fully rendered animation and amazing 3-D graphics make MEGARACE a one-of-a-kind virtual driving experience.



Over 29 minutes of digitized video commentary, 15 full rendered tracks, hot rock music track and the virtual ride of your life (or death).

Winning is all that counts in this over-the-edge virtual driving experience. Strap in and hold on for the ride of your life!

WIN OR DIE!

MEGARACE™

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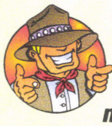
GENESIS

PROTIPS

MUTANT LEAGUE HOCKEY



By Quick-Draw McGraw and Lance Boyle

You like hockey? You like mutants? You like bloodshed? Then here's the cart for you! Anyone who enjoyed last year's Mutant League Football will get the same thrills and laughs from EA's latest creepy creation. It's hockey the way it's played in some demon's bloodiest nightmare. Players with names like Spew Puke and Grimly play for such freaky teams as the Cadavers and the Derangers in alien stadiums like Madness Square Garden and St. Mucus Arena. Mines explode on the ice, chainsaws and axes are permitted, players disappear into holes, and sharks are on patrol. It's creepy, it's sickening...it's hilarious!

Mutant League Hockey is not all blood and guts, though – there's a hockey game you have to win. These ProTips will help you score amid the gore.

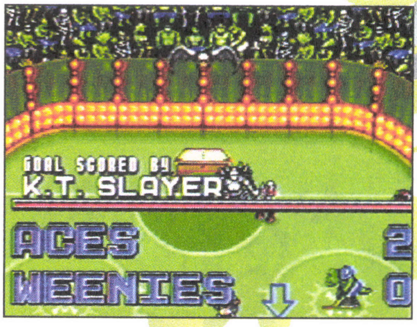
Mutant League Hockey
(By Electronic Arts)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT. Intermediate

$59.95
16 megs
Action/hockey

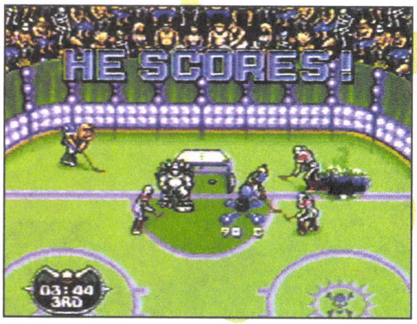
4 players (using 4 Way Play)
Overhead view
Multi-scrolling

Go for Two

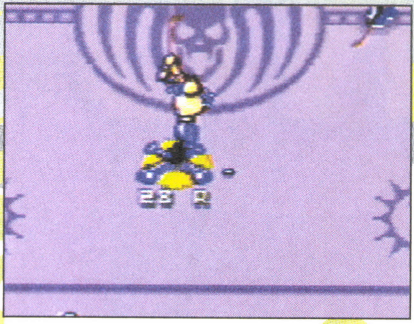


Scoring from behind the blue line results in a two-point goal.

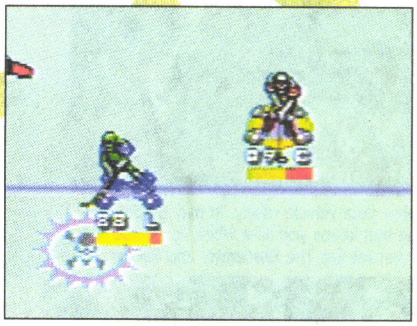
Score More



Shots can be hard to control, so quick wrist shots are the most effective way to score.

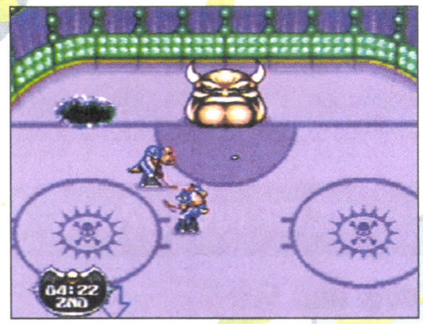


Shoot your rocket pucks from center ice and aim high. They'll go right into the net every time.



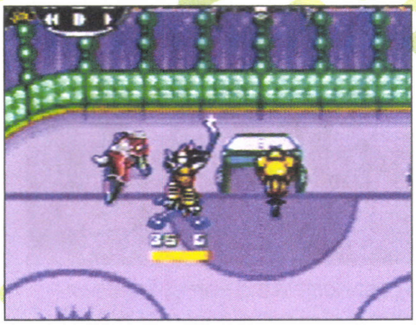
Each player has an individual power bar. Use them to decide what player to shoot with.

Demon Defense



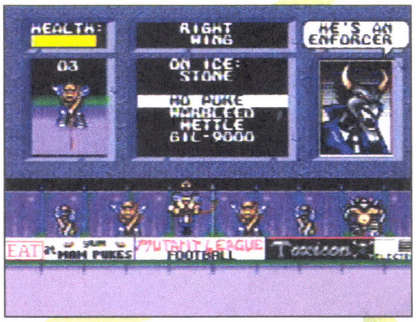
Use your Demon Net. That living goal is a lot rougher, tougher, and harder to score on than a regular goalie.

Watch Your Back!



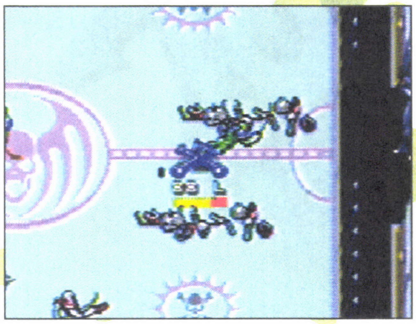
Hanging around the goal crease too long will tempt the goaltender to use his stick on you.

Engage Enforcers

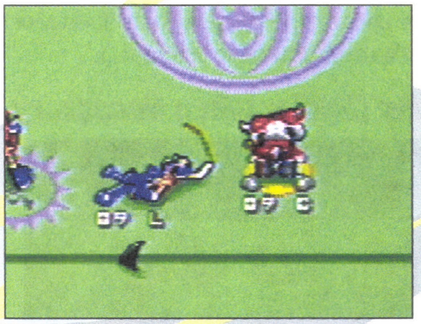

HEALTH:
03
RIGHT WING
ON ICE: STONE
HO PUKE
HAMBLEED
METTLE
GIL-9000
HE'S AN ENFORCER

With reserves on, make sure you go into reserves right away to put in your Enforcers. This strategy gives you more weapon carriers on the rink and will make you a rougher team. Watch out for penalties, though.

No Littering!

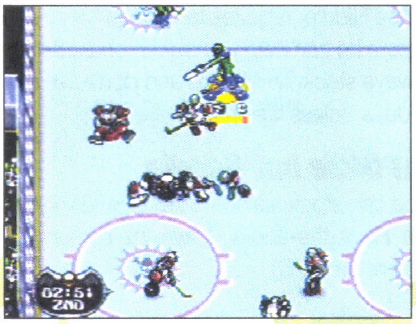


When a player explodes, his bones stay on the ice. Skate around them so you don't trip and lose the puck.

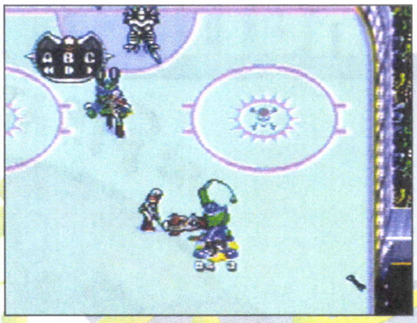


When playing in the Fog Dome, don't trip over the shark fins that roam the ice.

A Way with Weapons



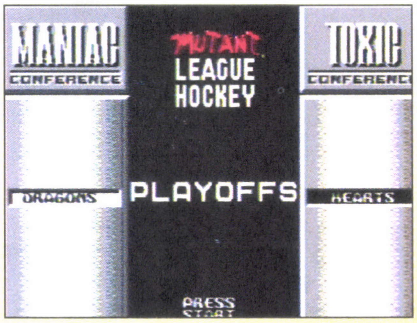
The Chainsaw is the most powerful weapon. Give the puck to the player who has the Chainsaw and have him skate right to the net. He'll mow down anyone in his path.



Alhough it's not the strongest weapon, the Mace is the most effective. It has the longest reach and can take out multiple players at one time.

If you enjoy knocking down your opponents but can't find a weapon, press Button A to throw a punch.

The Road to the Monster Cup


MANIAC CONFERENCE
MUTANT LEAGUE HOCKEY
TOXIC CONFERENCE
DRAGONS
PLAYOFFS
HEARTS
PRESS START

Having troubles? These passwords will take the Darkstar Dragons right through the playoffs:

Round One: J6J2F99GP74KJ
Round Two: 87TVBNL4QZFQG
Championship: JGHB26V2FLXWF

THE KINGZ
WIN THE MONSTER CUP

This password pits the Lizard Kingz of the Maniac Conference against the Mutant Monsters of the Toxic Conference in the Monster Cup Championship game:

3BFL2XLBKRRSL

GENESIS PROTIPS

THE PIRATES OF
DARK WATER

By Bro' Buzz

Pirates is a hearty hack-n-slash Genesis action/adventure game cast in the near-classic mold: Have sword, will travel (but no kidnapped princess). You guide Ren, Tula, and Ioz as they slice and dice through eight wondrous but deadly stages to find the Six Treasures of Rule and drain the vile Dark Water that pollutes the ocean kingdom of Mer. Every stage is deep and dangerous, and Treasure Chests containing life-sustaining power-ups lurk everywhere, so explore every possible route. Use the passwords but travel through all the stages or you'll miss out on a wondrous adventure.

The Pirates of Dark Water
(By Sunsoft)

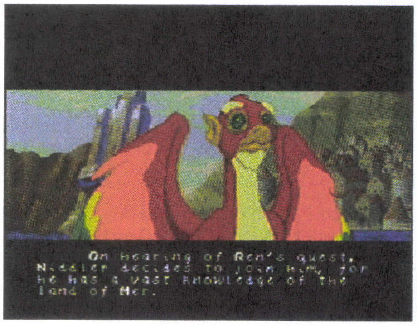
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	5.0	4.5	Intermediate

$64.99
16 megs
Hack-n-slash
1 player
8 stages
Side view
Multi-scrolling
Passwords

Don't Give Up on an Item

If an item drops down out of the screen when you uncover it, immediately drop down after it. You might be able to find it intact.

Use Niddler when Necessary



On hearing of Ren's quest, Niddler decides to join him, for he has a vast knowledge of the land of Mer.

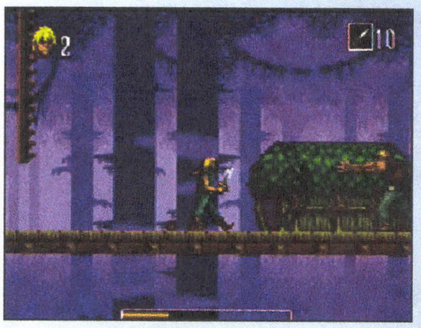
Since Niddler requires ten Minga Melons before he can help you switch characters, always stockpile Melons and don't use Niddler unless it's critical.

An Oldie but Goodie

You can stockpile some items by using the ole' Hack-the-enemy-leave-the-screen-and-return trick.

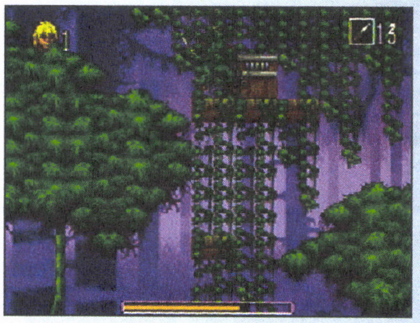
PANDAWA JUNGLE

Toss Weapons at Nets



If you don't have time to jump over a net, toss a projectile at the net as it approaches you. You'll nail the bad guy, so you won't be hurt as you cut your way out. This helps when nets fly at you from off-screen.

Pandawa 1-Up



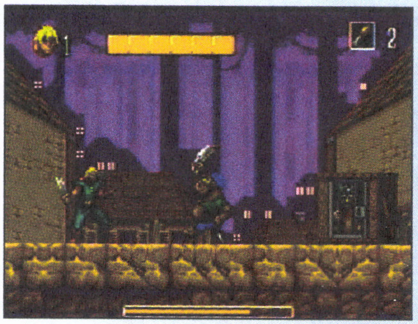
There's a 1-up partially hidden by vines in the Pandawa Jungle. To find it, work your way up the left side to the top of the Jungle canopy.

PORT OF PANDAWA

Jump and See

Sometimes you have to jump up to reveal platforms above you.

Conk Konk



To beat Konk in the Port of Pandawa, repeat this attack sequence: Charge, Slash, and then leap over him. Don't give him a chance to recover, or he'll launch sharp stuff at you!

Spin Jump

The Spin Jump (press a directional and hit B, B) extends your leaps. It also makes a great escape move when you're surrounded.

Heart of Pandawa

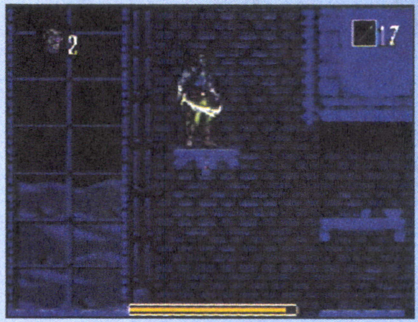
In the Port of Pandawa, you can uncover a Heart in the top-left corner of the section where you meet the Merchant. You must cross two tightropes to get it.

THE CITADEL

Potions on Pause

If you use a Potion but you suddenly realize you need time to think, press Start to display the inventory screen. You can put on your thinking cap, without using up the Potion's limited potency time.

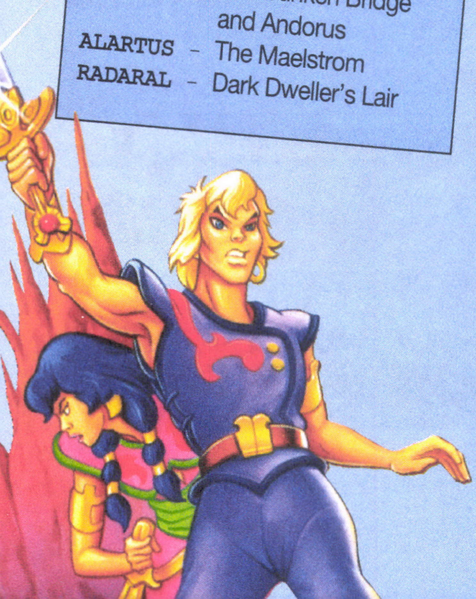
Citadel 1-Up



To find a 1-up in the Citadel, ride the first platform you come to that moves diagonally up and to the left. Slice left from there.

Pirate Codes

IITBDIA	-	The Port of Pandawa
RITAZIM	-	The Citadel
JESSICA	-	Bobo Mountain
SCOOBYD	-	Janda Town
STOYODA	-	The Sunken Bridge and Andorus
ALARTUS	-	The Maelstrom
RADARAL	-	Dark Dweller's Lair

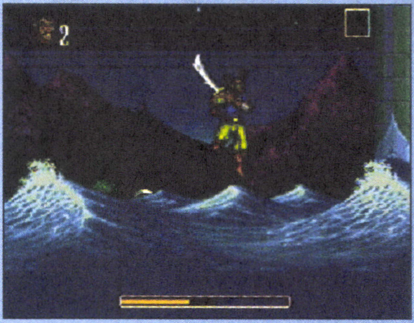


JANDA TOWN

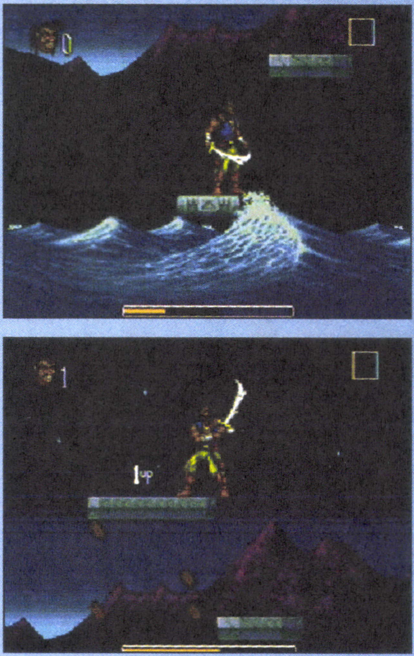
1-Up in Janda

In Janda Town, you can find a 1-up on the pirate ship after you meet Zoolie. Move up and all the way right to find the Barrel that holds it.

THE SUNKEN BRIDGE

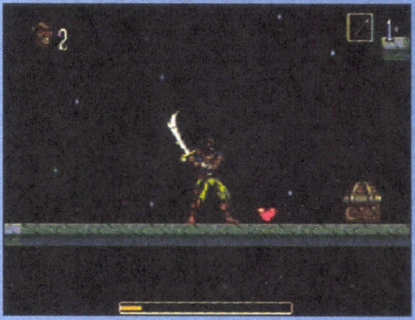


If you don't hurry across the Sunken Bridge, you'll be swept away by the waves. You have to keep your head above water, so Ioz (the tallest character) is the best choice. Remember that the first wave is the highest when you begin the stage or when you resume the game after you die. You have the best chance of keeping above the water there if you use the Spin Jump when the high water arrives. Don't fight the guards when you reach the landing with the towers. Instead, jump over them and move quickly to the second tower.

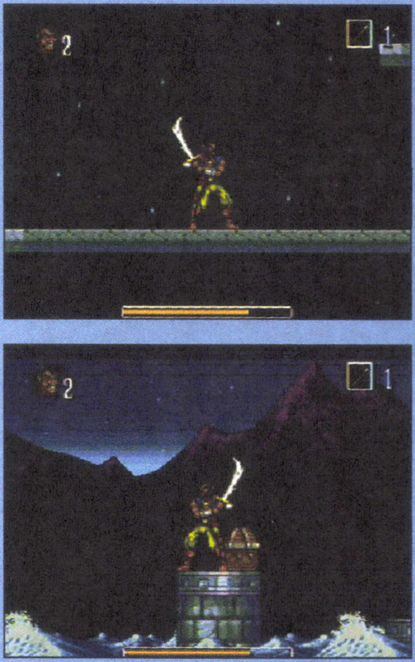


From end of the landing, make two jumps onto a moving platform. The moving platform brings you to a ledge that sets you up to find a 1-up at the top of the screen. With skill, you can start the next part of this stage with four or more lives.

Bridge to Your Heart



In the second area of the Sunken Bridge, you can find a Heart to extend your life bar. Ride up on the elevator platforms and then climb up further. Fight toward the right across the platform and hop across the fall-away sections. Drop from the position of the fall-away section that is farthest to the right, and as you fall, hold down Right. When you land on the ledge, fight toward the right to find a Chest with the Heart.

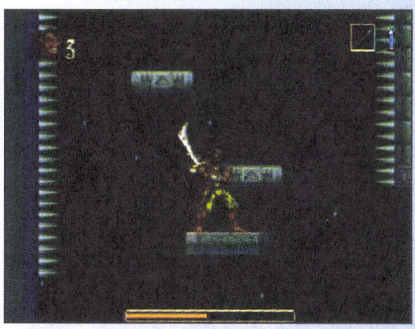


Now move your character to make the screen move until the far-left end of the ledge is flush with the left edge of the screen. If you drop from that position, you land on a platform in the water with Food.

Make Platforms Reappear

If you meet your doom by stepping on a fall-away platform over rising waters, that platform seems to be gone when you restart, and you have nowhere to go. Retrace your steps as far left as you can go to make the platform reappear.

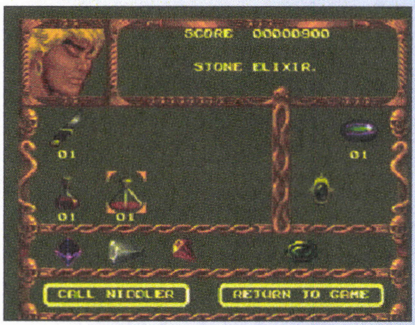
Five 1-Ups



Jump up at this point along the landing. With skill, you'll snare five 1-ups after you climb these moving platforms. To time this trick correctly, climb up as many as you can, jump up before you hit the spike walls, and drop down to land on a newly emerging platform. Keep doing this and moving up until you reach the top of the pillar. Move left to find a Treasure Chests containing the 1-ups.

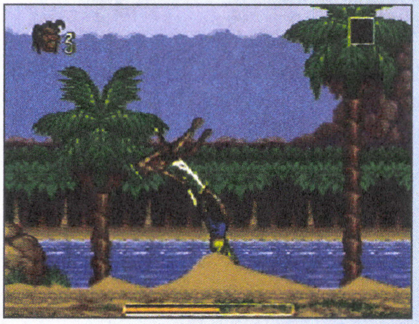
BOBO MOUNTAIN

Check Your Potions



Whenever you nab a new potion, display the inventory screen to determine what it is. You may find something that will immediately help you complete a level.

Ioz Beats Bobos



Unlike his cohorts, Ioz can dispatch the Bobo Mountain warriors with one stroke.

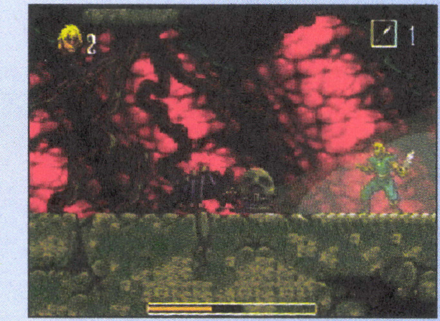
THE PIRATES OF DARK WATER

ANDORUS

Skip the Freezer Genie

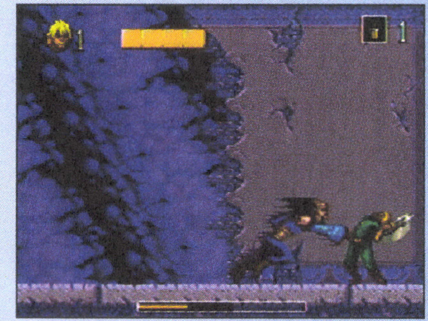
It's probably best to run past Freezer Genies. Time your jumps over their freeze blasts.

The Five Keys



In Andorus, you must find five Keys. At the end of the opening stage, you'll find four of them in four Skull Chests. Exit the Stage, then press Left to enter the Stage again. A fifth Chest containing the final Key will be waiting there.

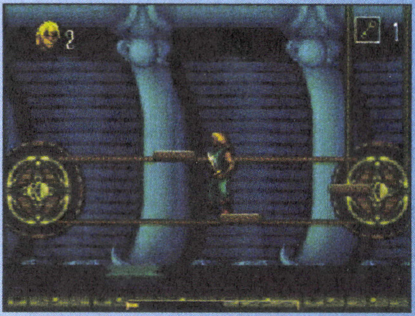
Beat Mantus



Mantus is beatable if you use a Shield Potion or Stone Elixir and you have at least two lives. Even if you beat him, however, he takes all your gold.

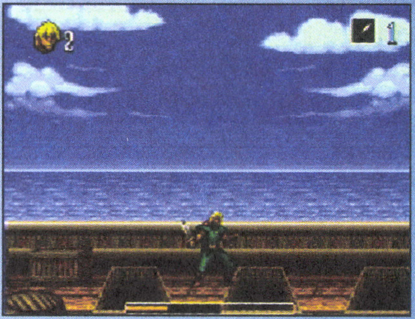
THE MAELSTROM

Clear Water



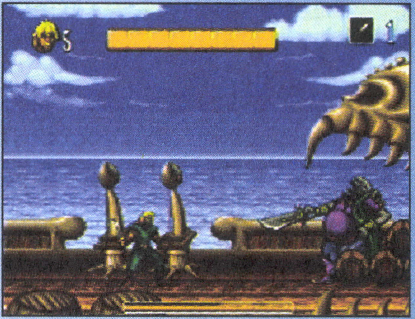
Jump into this clear spot in the Dark Waters.

Safe Haven



When you reach these three openings near the end of the deck, jump into the middle hole to find some goodies.

Beat Bloth



Shield Potion helps you beat Bloth. Watch out for his barrel-tossing trick.

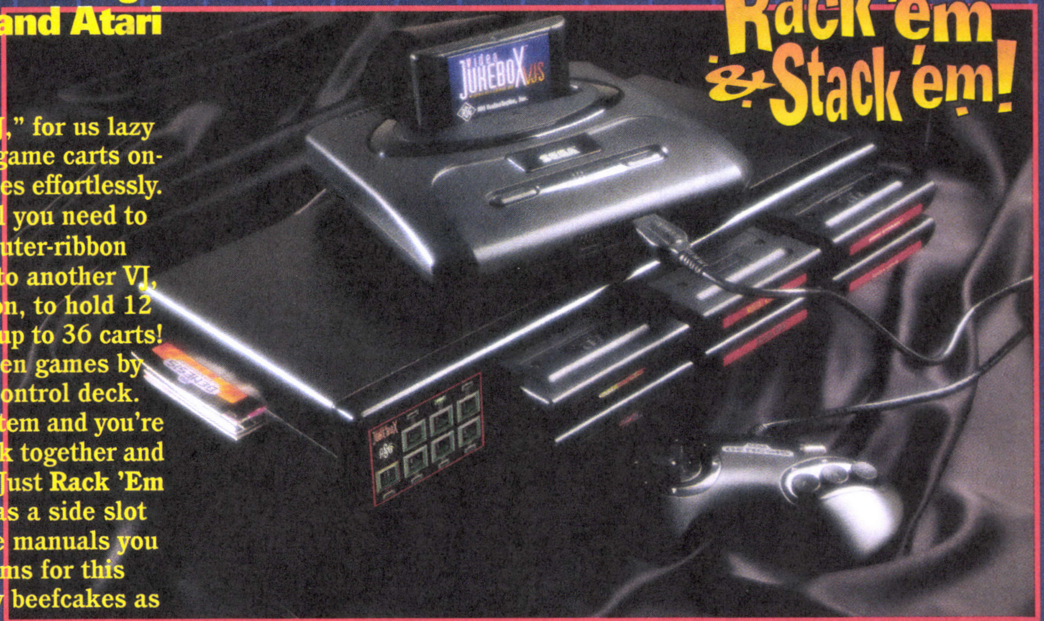
Video JukeBox™ VJ

NETWORKED MULTI-CARTRIDGE DOCK

Silicon Valley Execs Bag Corporate Life; Will Bring Mind-Bending Technologies to Consumer Gaming

You won't believe this, man. These guys from Silicon Valley have turned and burned from their computer technology jobs so they can take what they learned and bring their own cool stuff to gamers like you! They're called ASG Technologies, *technologies* being the key operating word!

Video JukeBox for Sega Genesis, SNES, and Atari Jaguar



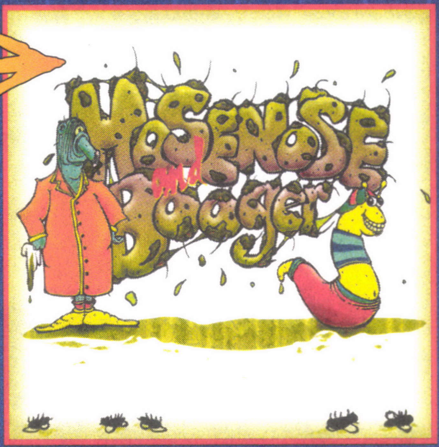
Sega Genesis version of the Video Jukebox shown in photograph.

ASG is calling this the "VJ," for us lazy megagamers. It holds six game carts on-line, letting you select games effortlessly. And it's *networkable*, so all you need to do is take their cool computer-ribbon cable and connect one VJ to another VJ, and then another, and so on, to hold 12 carts, 18 carts, 24 carts—up to 36 carts! All you do is toggle between games by pressing a button on the control deck. Just turn on your game system and you're wired! The Jukeboxes stack together and look like a stereo system! Just **Rack 'Em and Stack 'Em!** It even has a side slot to hold those *useless* game manuals you never read. How many clams for this radical VJ? About as many beefcakes as a cart costs!

The IR Deck Universal Remote plus IR Docking Station

For the ultimate lazy couch-gamer, ASG's going to ship an awesome combo universal remote control and infra-red docking station this Fall. This multi-product solution comes with a universal remote control to select carts on your VJ, while controlling your stereo, VCR, TV, and game system. And, ASG will make an IR Docking Station that sits on the coffee table, holding the remote while providing an infra-red link to hold the joysticks you already own. It'll work with *all your* joysticks, so you won't have to go out and buy an IR joystick! The Dock will engage features like *slow-mo* and *rapid fire* on your regular joypads, and runs faster than most IR products! The clams on this baby? Again, about as much as a cart costs!

You want software? Check this out!



These dudes are Hosenose & Booger. They're twisted, grosser than a snot-dripping pizza, and are going to spit and slobber at you real soon! It's the most *disgusting* game ever created! It takes place inside Hosenose's diseased, deformed body. Booger is a classic: a grunge-rocker-teenage-snot with a *major* attitude! More will be written in the next issue about these clam-hawkers. Stay tuned!

And there's even more. They don't want to say what's really behind their lab doors, but it will *definitely* redesign gaming!

ASG.
Breaking the Rules.

ASG Technologies, Inc.
for store locations near you, call:
(408) 247-9373
1601 Civic Center Dr., Suite No. 203
Santa Clara, CA 95050

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GENESIS PROTIPS

SUB TERRANIA

By Quick-Draw McGraw

"Gravity" is the name of the game as you bump and grind your way through nine challenging levels of alien-stomping fun! Sub-Terrania will take you underground, underwater, and face to face with some of the most vicious aliens you've ever seen. The mission is to rescue stranded miners and recover stolen Sub-Modules while planning a foolproof strategy that will enable you to destroy the aliens' weapons and show them who's boss. How creative are you? The thought-provoking levels of this cart will test your limits.

Should you feel like you're in over your head while fighting below the surface, these ProTips will help you survive Down Under.

Sub-Terrania

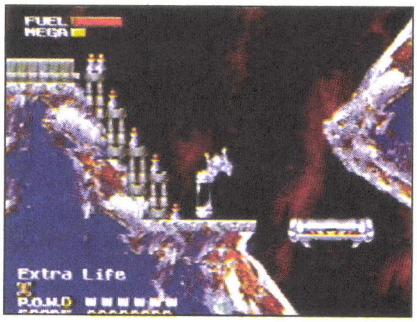
(By Sega)

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	ADJ. Adjustable

$54.99
16 megs
1 player
Shooter

9 levels
Side view
Multi-scrolling

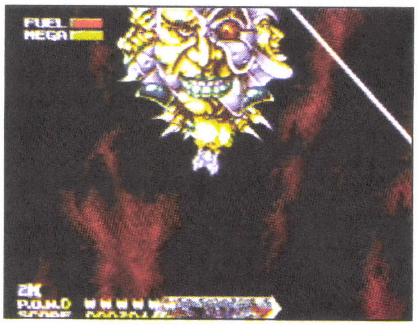
Level One



Level One is easy, so after you complete the mission, search the level for hidden goodies that will help you in later levels. Make sure you snag the 1-up capsule.

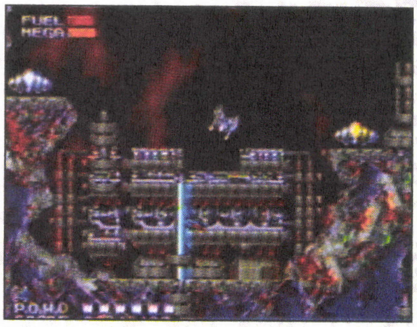
If you die in the middle of a level, don't worry. Your mission status will resume where it left off.

Level Two

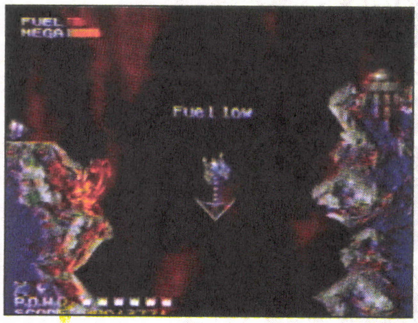


Before you attempt to take on the Doomsday Head Boss in Level Two, find the two hidden missile capsules. Then attack him from underneath. After you blow his tail off, continue to shoot at that same spot – he's most vulnerable there. Be sure to save enough fuel to complete your mission once he's dead.

Level Three

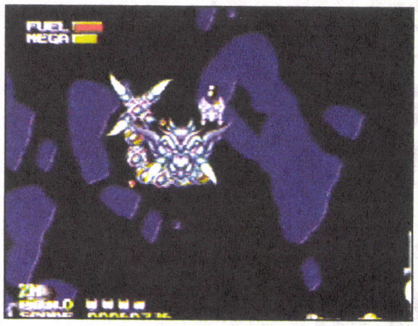


This is one of the most confusing levels in the game. Your objective is to arrange a series of deflectors so that you can use the alien guards' laser against them. The first two deflectors are in plain sight, but the third is hidden inside the alien housing unit.



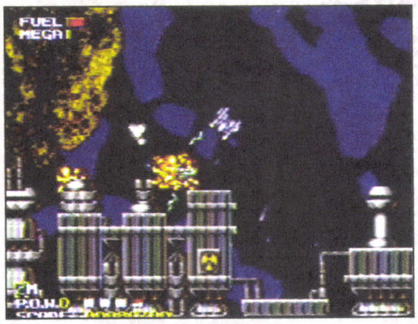
The deflectors are very heavy and carrying them burns a lot of fuel. Plan your strategy so that you'll always have a fuel pod nearby when you need one.

Level Four



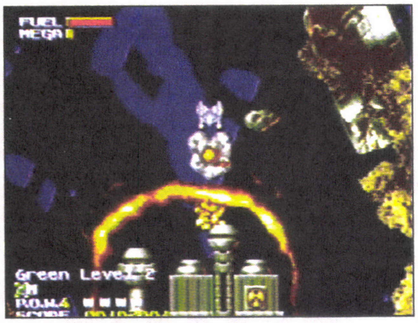
The quickest way to beat the Flying Alien on Level Four is to just run into him head-on. You lose a little bit of your shield, but you'd lose a lot more trying to shoot him down.

Be careful not to shoot when picking up stranded crew members. If you accidentally shoot one of them, you'll lose points. If you shoot too many, you'll have to return to the base and start the mission over.

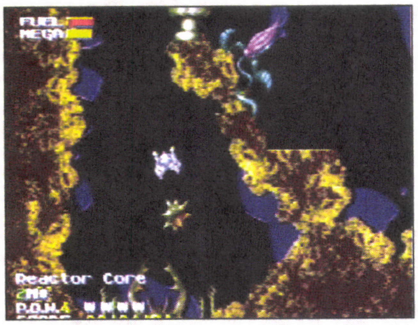


The Level Four Sub-Module is hidden inside this alien base. When you blow up the base, start from the top and work your way down.

Level Five

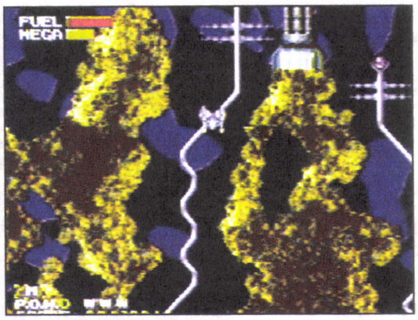


Grab the Anti-Shield Fire capsule on Level Five and use it to destroy the force field that surrounds the power plant. Then destroy the power plant. Your ordinary guns won't work on the shield.



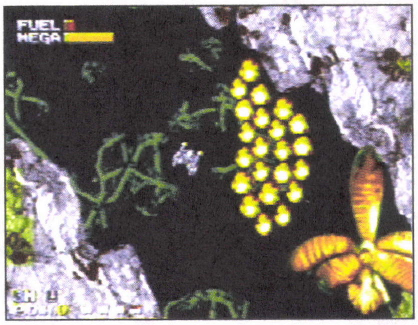
After you've destroyed the power plant, find the Reactor Core in the ruins and pick it up. Fly over to the giant spiderlike alien and drop the Reactor Core on him. This will kill him and enable you to grab your Sub-Module.

Level Six

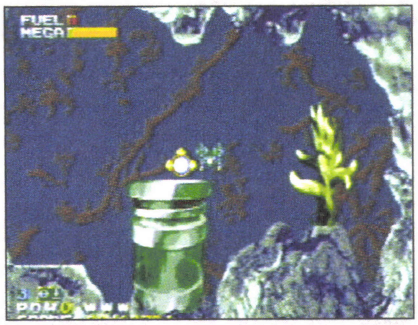


In Level Six, use the railways to get through tight passageways. Attempting to fly through them is a suicide mission. The SATSCAN won't work underwater, so after Level Six you'll have to figure out the mission on your own.

Level Seven

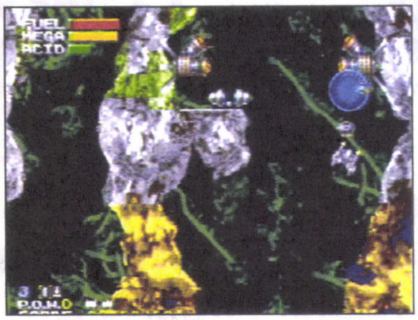


If you think you've run out of room on Level Seven, shoot these fireballs. They'll fall and open a hole in the ground that'll enable you to proceed with your mission.



To beat Level Seven, pick up a Tomb Bomb capsule and drop it on the big green plug at the lowest point in the level. This will drain out all the water and open a passage so you can escape.

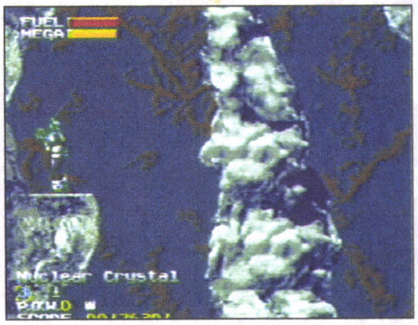
Level Eight



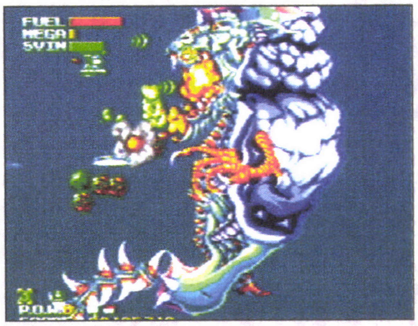
Level Eight tests your underwater flying ability. Your objective is to find the Mirror Laser capsule and use it on these deflectors. When the laser builds up enough speed, it'll blow a hole in the wall next to you and let you complete the mission.

Controlling your ship underwater is very difficult and consumes a lot of fuel. When you need to go up, lay off the gas and you'll rise quickly.

Level Nine



Your first priority on Level Nine is to find the Nuclear Reactor capsule. It'll give you unlimited fuel for the level and is extremely important if you want to beat the game. It's located directly to the left of the starting point.

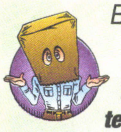


The Final Boss! When you think you've finally killed him, *look out*! Another alien will rise from his dead corpse and try to kill you.

GENESIS PROTIPS

SONIC 3
THE HEDGEHOG

By The Unknown Gamer



Sonic 3 proves that you can teach an old hedgehog new and exciting tricks. Take that old Sonic magic, add fun new variations, and you have another spectacular game. The game play is identical to the prior Sonic sagas, but colorful new Zones, new shields, faster speed, and an enhanced two-player mode make this a striking addition to Sega's Sonic saga. Look for this game when the end-of-the-year Editors' Choice awards are announced.

To help you make it to the final battle, we've uncovered the hidden 1-ups you must find in the Final Zones. Then, we show you how to survive that last confrontation with Dr. Robotnik.

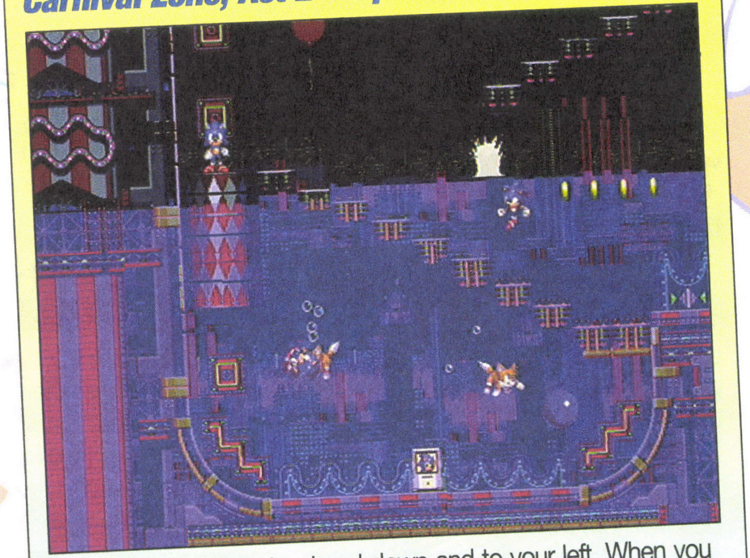
Sonic 3
(By Sega)

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	INT. Intermediate

$69.99
16 megs
Action/adventure
2 players

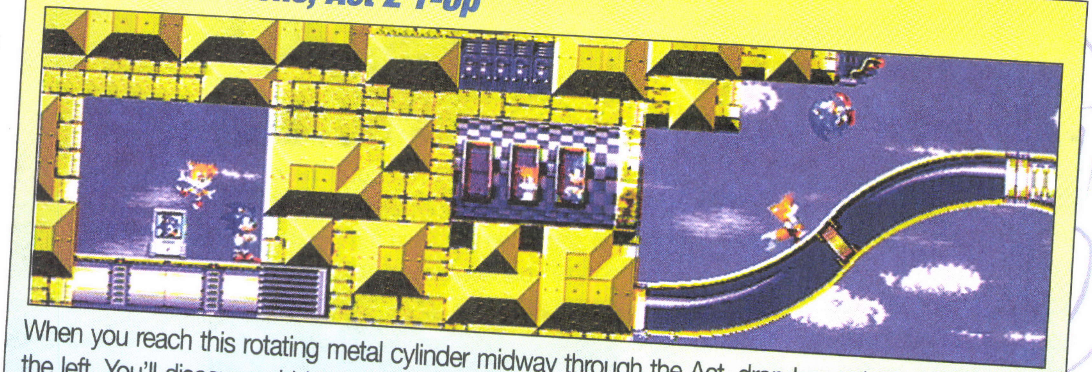
6 zones
Side view
Multi-scrolling
Battery backup

Carnival Zone, Act 2 1-Up



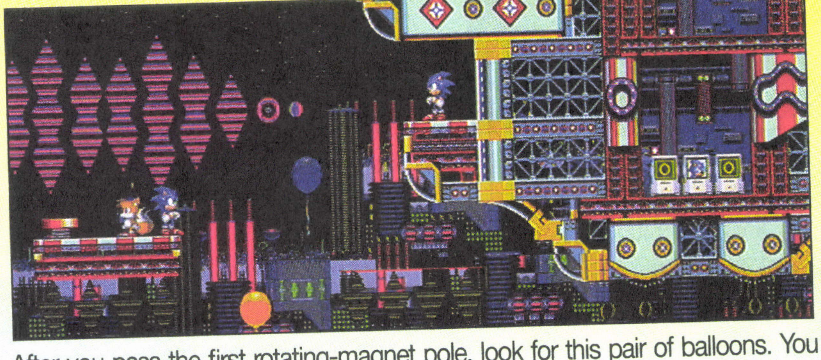
After you pass Knuckles, head down and to your left. When you reach this barrel, use the special barrel technique to ride it down. Underneath, you'll find a 1-up on the ground.

Launch Base Zone, Act 2 1-Up



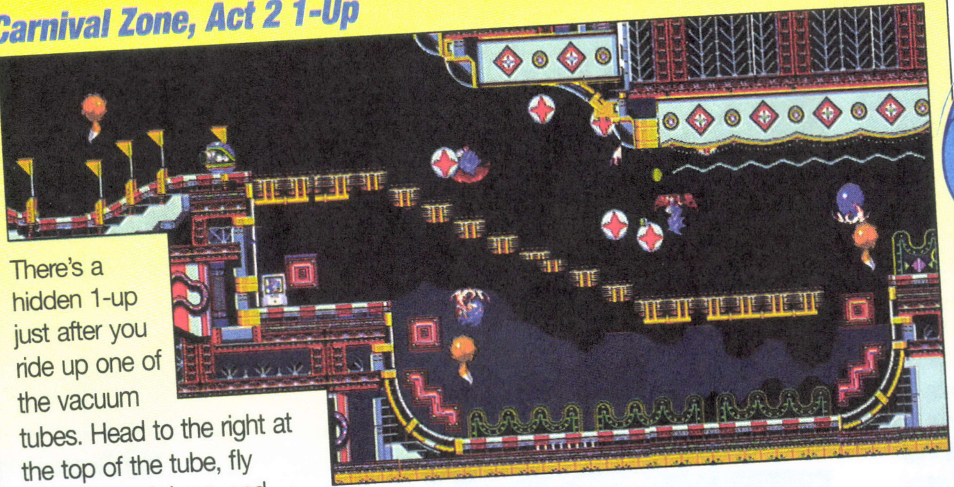
When you reach this rotating metal cylinder midway through the Act, drop beneath it and head to the left. You'll discover a hidden tunnel that leads to a secret room with a 1-up inside.

Carnival Zone, Act 1 1-Up

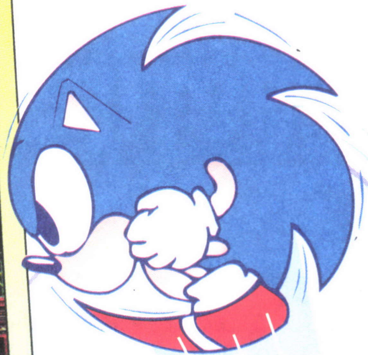


After you pass the first rotating-magnet pole, look for this pair of balloons. You can use them to vault to a platform up and to your right. To the right side of the ledge, you'll find a secret room hiding two Ring Monitors and a 1-up.

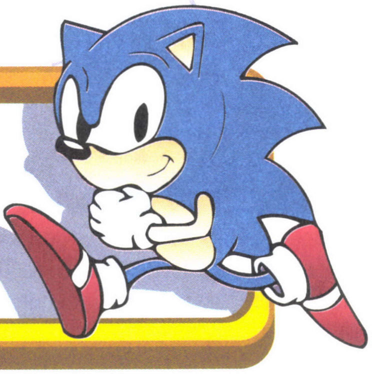
Carnival Zone, Act 2 1-Up

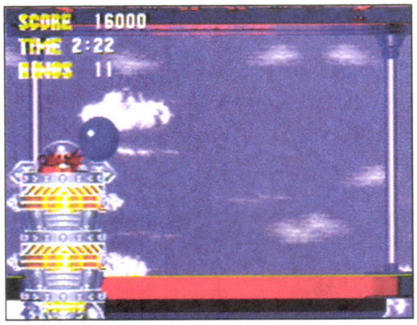


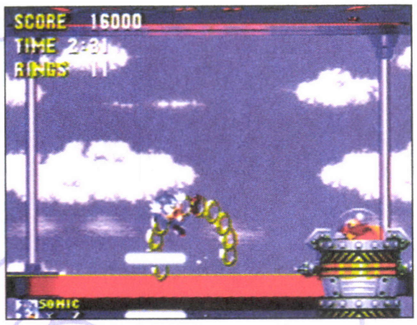
There's a hidden 1-up just after you ride up one of the vacuum tubes. Head to the right at the top of the tube, fly across the air bars, and drop down and to your left. The 1-up is under the bars.



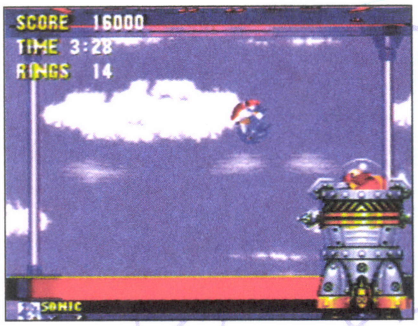
THE FINAL BATTLE



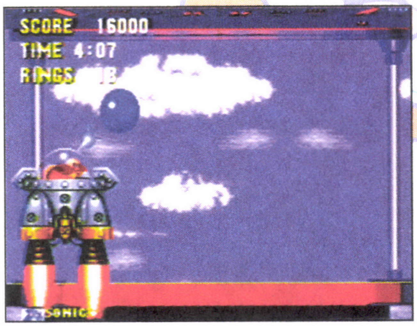

SCORE 16000
TIME 2:22
RINGS 11


SCORE 16000
TIME 2:31
RINGS 11
SONIC

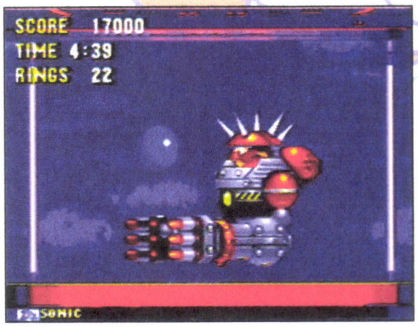
Once you've beaten Robotnik at the end of the Launch Base Zone, you must defeat him in his large rocket ship. When he appears as a giant rocket, Super Spin Attack the dome four times. Watch out for the lasers and the rotating satellite.


SCORE 16000
TIME 3:28
RINGS 14
SONIC

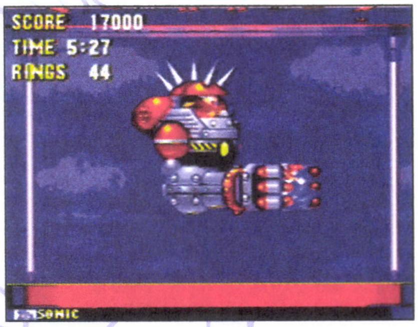
Once you destroy the first stage of the rocket, the rocket transforms into a smaller craft. Fight it with the Super Spin Attack.


SCORE 16000
TIME 4:07
RINGS 18
SONIC

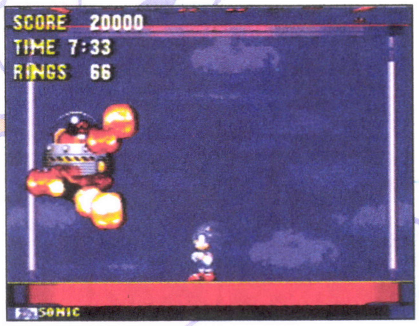
Battle the final stage of Robotnik's fighting ship the same way.


SCORE 17000
TIME 4:39
RINGS 22
SONIC

When you've disposed of that ship, Robotnik climbs aboard a strange, spiked rocket. Leap and Spin Attack the dome area of the ship.


SCORE 17000
TIME 5:27
RINGS 44
SONIC

Watch out for the claws. They grab Sonic and smash him into the ground.

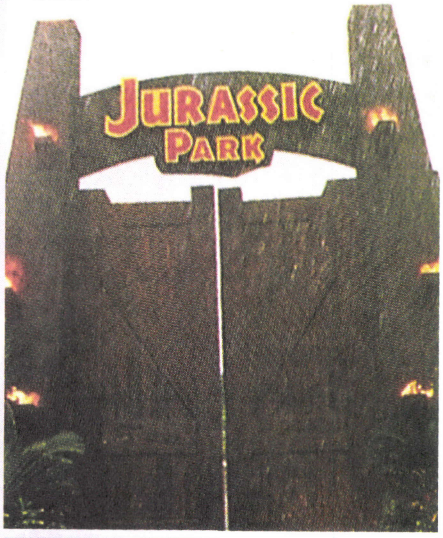

SCORE 20000
TIME 7:33
RINGS 66
SONIC

Destroy the ship, and Robotnik's history ...until the next time.

SEGA CD
PROTIPS

By Lawrence of Arcadia

Jurassic Park's so filled with interesting and educational info that it's as much a classroom tool as an enjoyable video game. This one-player game is chock full of facts and puzzles, and great graphics (though digitized scenes from the movie would have helped). It's no walk in the park, though. You'll be pursued by some of prehistory's craftiest carnivores, so stay on your toes...and keep that gun handy!



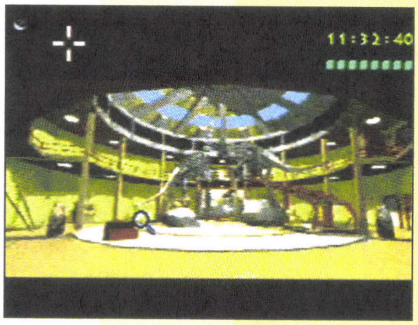
Jurassic Park
(By Sega of America)

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	5.0	INT. Intermediate

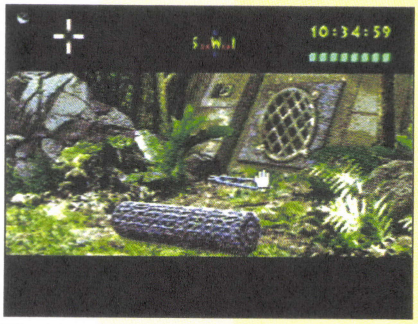
$59.99
CD
Action/adventure

1 player
First-person perspective
1 game save

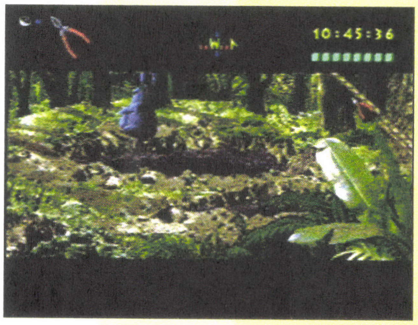
Tools



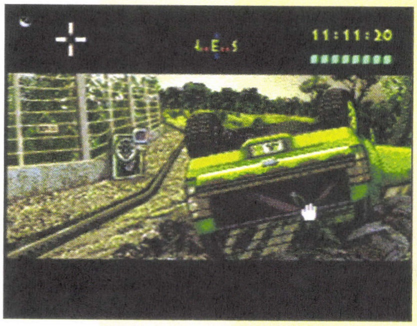
To find the Pliers, check the toolbox in the Visitors Center. Take them to the entrance of the Visitors Center and yank out the Card that's stuck in the gate.



The Bolt Cutter is essential for opening locks and iron straps on boxes (see Tips below). You'll find the Bolt Cutter underneath this log. Open the Storm Drain above and you'll find a new passageway to other areas.



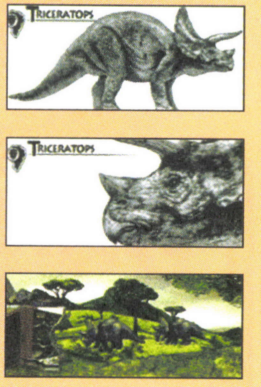
To get the Wrench, use the Wire Cutters to snap the rope that holds this backpack. The Wrench will pop out when the backpack hits the ground. Use the Wrench on the storm drain to the left.

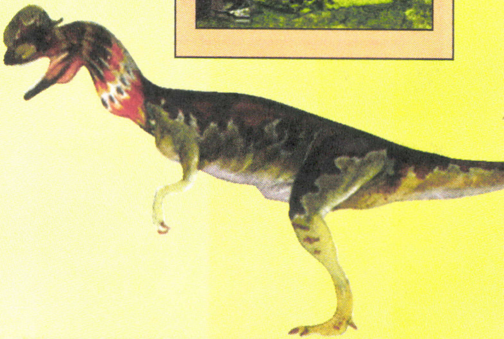


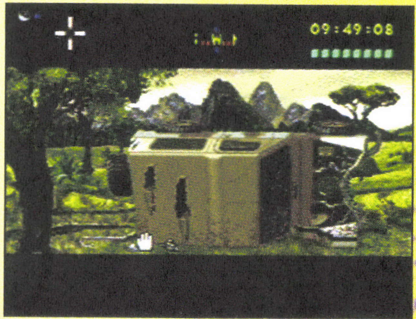
Check the jeep outside the T. rex paddock for the Wire Cutters.

TM & © 1992

The Triceratops



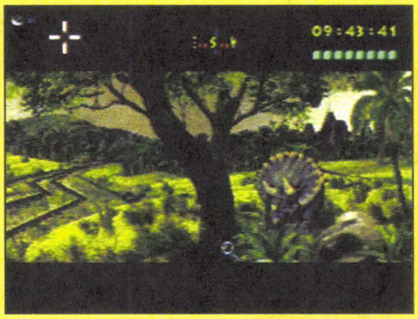




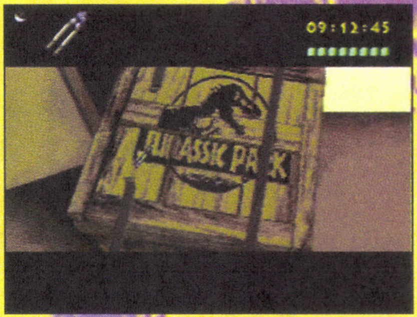
You have to cure the sick Triceratops to find the Crowbar, but first you'll need the Injector cartridges. Beep the jeep's horn, and the Triceratops will ram the jeep. Wait until the Triceratops is facing you, then beep again, and the Triceratops CD and Crowbar will fall out when the jeep is rammed. Beep once more, and the Injector will fall out. Pick up the Injector and shoot the Triceratops. If you don't, her mate will turn on you.

C.S. & AMBLIN

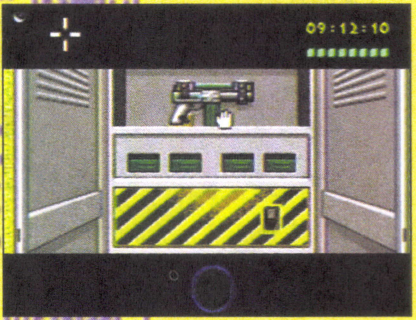
Tips



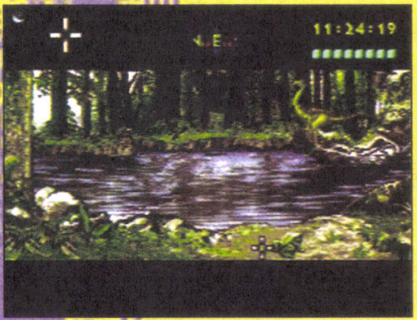
There's a baby Triceratops that won't budge until you feed it. Pull a branch off the tree and feed it to the baby Triceratops. When the giant baby moves, open the suitcase with the Crowbar and you'll discover the Triceratops Key.


09:12:45
JURASSIC PARK

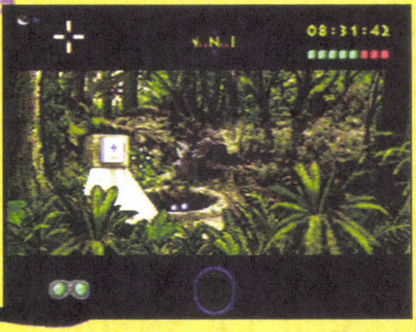
Check these boxes next to the Computer Room. If you have the Bolt Cutter, open the boxes to find the Motion Detector.



Search the cabinets in Wu's office for the Tranquilizer gun. Grab the gun and the charges. When the charges run out, you'll find more in the boxes on the left side of the room in the main hall of the Visitors Center.

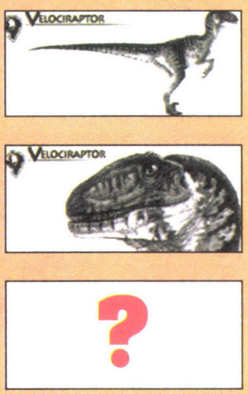


To open up other areas, you have to make the dinosaurs move. In this area, shoot the frog, which will jump to the Compy. The Compy will eat it and run away, opening up a new path.

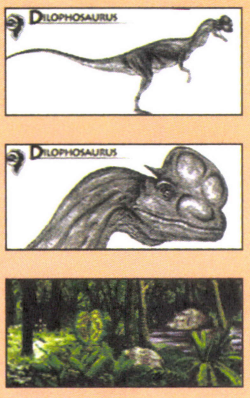


You can replenish your health at First Aid boxes throughout the game. There's one in the room just before the Incubator, and this one in the jungle, downstream from the Spitters.

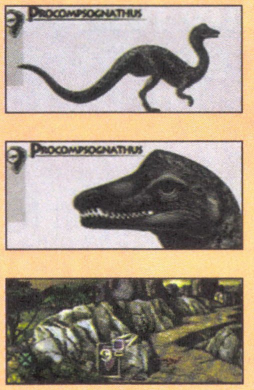
The Velociraptors


VELOCIRAPTOR
VELOCIRAPTOR
?

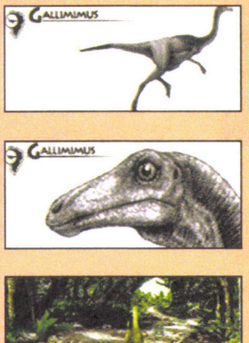
The Dilophosaurus


DILOPHOSAURUS
DILOPHOSAURUS

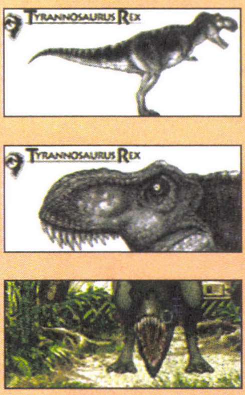
The Procompsognathus


PROCOMPSOGNATHUS
PROCOMPSOGNATHUS

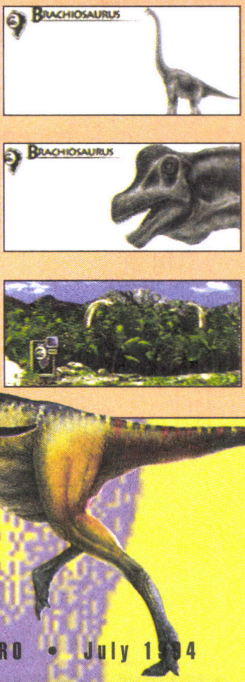
The Gallimimus


GALLIMIMUS
GALLIMIMUS

The Tyrannosaurus rex

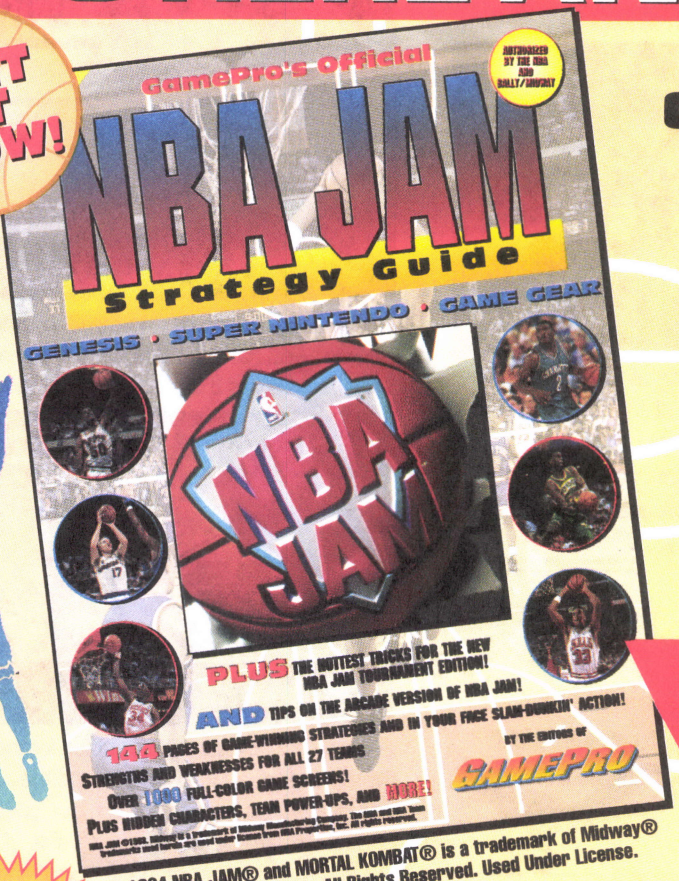

TYRANNOSAURUS REX
TYRANNOSAURUS REX

The Brachiosaurus


BRACHIOSAURUS
BRACHIOSAURUS

IT'S HERE AND IT'S HOT!

GET IT NOW!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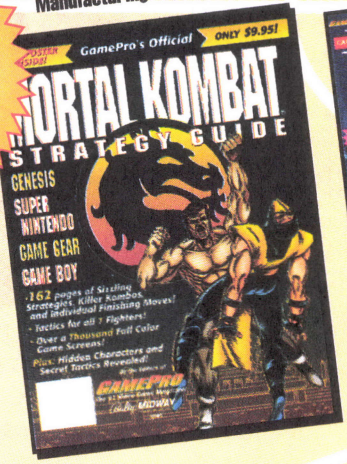
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STAR TREK®
THE NEXT GENERATION™
STRATEGY GUIDE

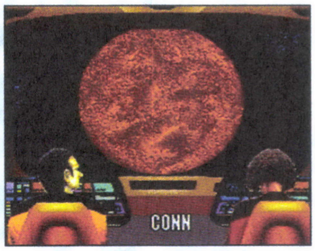
SNES

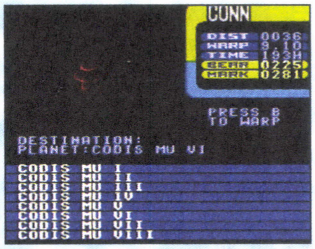
By The King Fisher

Star Trek: The Next Generation is a warp-eight challenge, even for the most experienced gamers. In this issue of *SWATPro*, we'll give you a battle plan that'll take you up to Fizaal's Happy Haven. We'll cover the rest of the game in the next issue.

THE BRIDGE

The Conn/Comm Console





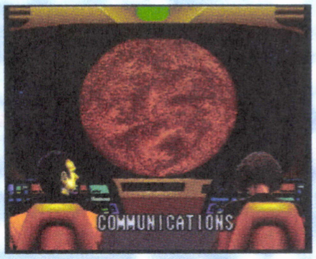
DIST 0036
WARP 9.10
TIME 193H
BEAR 0225
MARK 0281

PRESS B
TO WARP

DESTINATION:
PLANET:CODIS MU VI

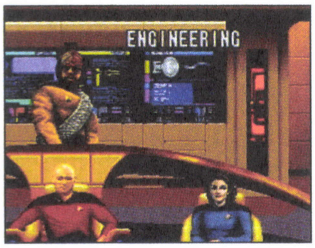
CODIS MU I
CODIS MU II
CODIS MU III
CODIS MU IV
CODIS MU V
CODIS MU VI
CODIS MU VII
CODIS MU VIII

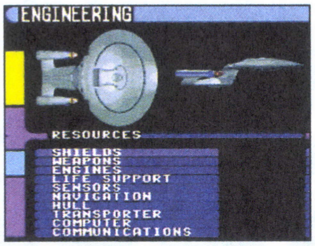
Navigate the Enterprise *from the Conn. Select the system or planet you wish to visit at the Astro Navigation screen. Use your warp engines for traveling to new systems and your impulse engines for planet hopping. Don't drive your warp engines above 9.20.*



Answer all hails at the Comm console. If the green light is blinking, you've got a message awaiting.

Engineering



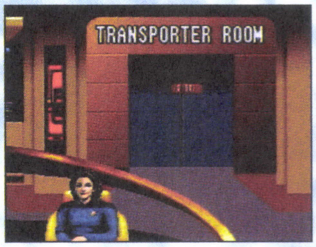


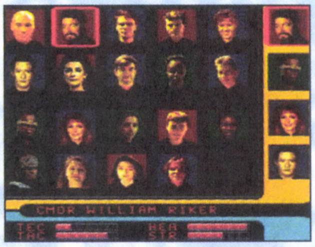
RESOURCES

SHIELDS
WEAPONS
ENGINES
LIFE SUPPORT
SENSORS
NAVIGATION
HULL
TRANSPORTER
COMPUTER
COMMUNICATIONS

In Engineering, you can monitor the status of all of the Enterprise's *systems. Check this screen after each space battle. When you need to allocate resources to damaged systems, be sure to go into each system's subsystem and make the allocation directly to the damaged systems. If you allocate valuable resources to a General system, they will be equally allocated to all subsystems, even those that aren't damaged.*

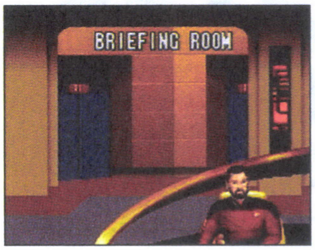
The Transporter Room

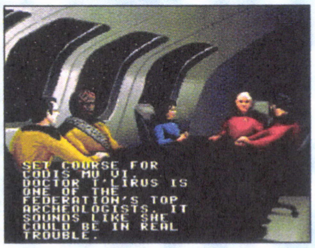




When you're ready to beam down to a planet or ship, go to the Transporter Room. Here you can select an Away Team. Each character has their own unique attributes, and each Away Team should be matched with each mission's unique requirements. As a rule of thumb, keep Capt. Picard on the Enterprise *unless you absolutely need him. If he dies, the mission is over.*

The Briefing Room

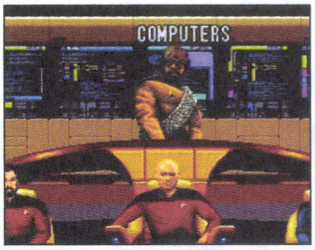


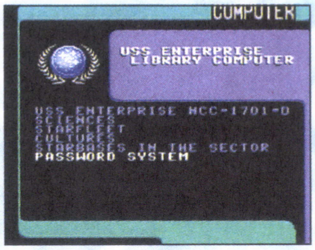


SET COURSE FOR
CODIS MU VI.
DOCTOR T'LIRUS IS
ONE OF THE
FEDERATION'S TOP
ARCHEOLOGISTS. IT
SOUNDS LIKE SHE
COULD BE IN REAL
TROUBLE.

If you forget where you need to go, visit the Captain in the Briefing Room. Capt. Picard will brief you on the current mission and discuss the mission objectives.

Computers



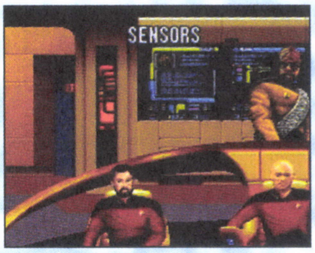


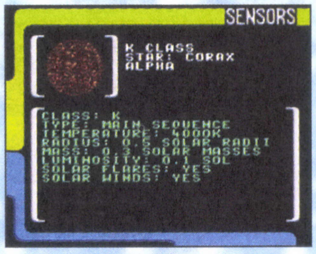
USS ENTERPRISE
LIBRARY COMPUTER

USS ENTERPRISE NCC-1701-D
SCIENCES
STARFLEET
CULTURES
STARBASES IN THE SECTOR
PASSWORD SYSTEM

These computer banks contain facts on everything from cultures to Starbases in the Sector. Although most of the info found in these computer files won't help you solve your mission, the one file you should place emphasis on is the Password System. Constantly check for new passwords and write them down. Also, be sure to note the locations of Starbases for a quick repair and fresh supplies.

Sensors





K CLASS
STAR: CORAX
ALPHA

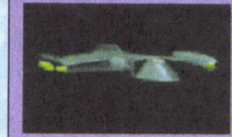
CLASS: K
TYPE: MAIN SEQUENCE
TEMPERATURE: 4000K
RADIUS: 0.5 SOLAR RADII
MASS: 0.3 SOLAR MASSES
LUMINOSITY: 0.1 SOL
SOLAR FLARES: YES
SOLAR WINDS: YES

Although you may want to check on the conditions of different planets – such as their locations, whether the air is breathable, and their class – you'll find that the sensors' information is pretty useless.

TACTICAL

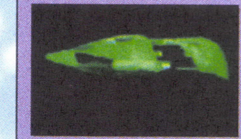
ENEMY SHIPS

ROMULAN SCOUT SHIP



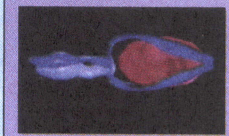
Weapons Systems: Phasors
Armor Level: Light
Tactics: Hit and run

ROMULAN WARBIRD



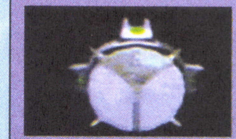
Weapon Systems: Phasors and Photon Torpedoes
Armor Level: Heavy
Tactics: Will trade shots and concentrate on weak spot. Note: The Warbird has a cloaking system that can render it invisible.

CHODACK WARSHIP



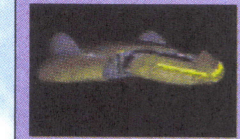
Weapon Systems: Phasors and Photon Torpedoes
Armor Level: Medium
Tactics: Hit and run

ROBOT SHIP



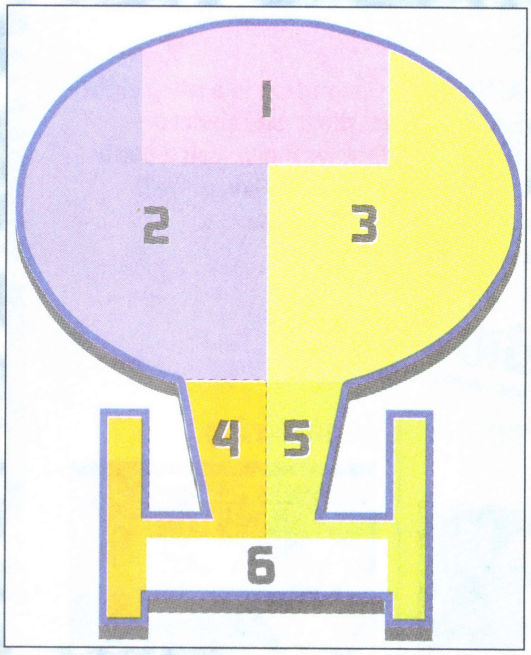
Weapon Systems: Phasors
Armor Level: Light
Tactics: An extremely fast hit-and-run attack. Note: Use multiple Phasor blasts on this ship, then follow up with Photon Torpedoes for a quick victory.

ROBOT ATTACK SHIP



Weapon Systems: Photon Torpedoes
Armor Level: Medium
Tactics: Fast hit-and-run passes with Photon Torpedoes.

The USS Enterprise System Locations



1 Forward
Forward Shield Generator
Forward Phasor Array
Forward Photon Tubes
Sensors

2 Forward Port
Forward Port Shield Generator
Forward Phasor Array
Transporter System
Computer System

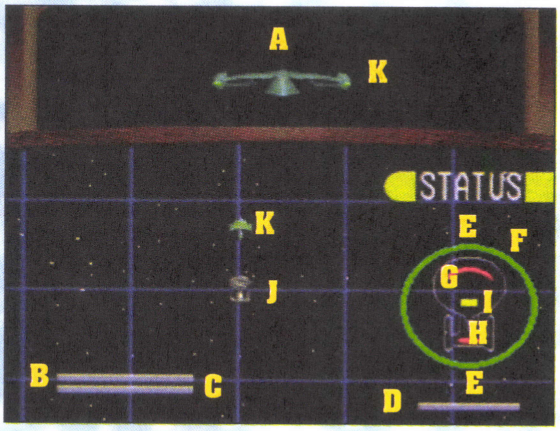
3 Forward Starboard
Forward Starboard Shield Generator
Forward Phasor Array
Transporter System
Computer Systems
Communications

4 Aft Port
Aft Port Shield Generator
Warp Engines
Life Support

5 Aft Starboard
Aft Starboard Shield Generator
Warp Engines
Life Support

6 Aft
Aft Shield Generator
Aft Phasor Array
Aft Photon Tubes
Impulse Engines
Aux. Power

Tactical Layout



A = Forward View
B = Enemy Ship Shield Strength
C = Enemy Ship's Hull Damage
D = Total Photon Torpedoes on Enterprise
E = Photon Torpedo Tubes Loaded (Light Blue signifies a loaded tube)
F = Shield
G = Forward Phasor Arrays Current Charge
H = Aft Phasor Arrays Current Charge
I = Aux. Power
J = USS Enterprise
K = Enemy Ship

Tactical Strategies

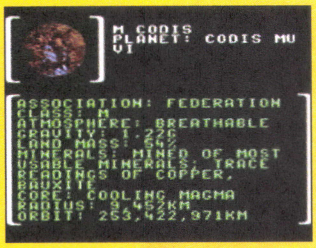
STATUS
ENEMY HAILING

- When fighting an enemy ship, don't stay in one place like a sitting duck. Move your ship around and try to use a hit-and-run battle tactic.
- If an enemy ship hails you during a battle, stop firing. Showing mercy to a defeated enemy may earn you the same treatment in a future confrontation.
- If you find your ship on the verge of destruction, surrender. While surrendering may seem cowardly, it may give you the opportunity to fight another day.
- Use Photon Torpedoes for long-distance attack and Phasors for close range.
- Try to anticipate the enemy ship's attack path. Then hit 'em with a volley of Photon Torpedoes from the Forward Photon tubes, then, as the enemy craft passes you, nail 'em with a volley from the Aft Photon tubes.
- If you have a weak or depleted shield, rotate your ship so that the weak area is not exposed to the enemy. Always try to keep your strongest shields toward the enemy.

STAR TREK THE NEXT GENERATION STRATEGY GUIDE

CODIS MU VI

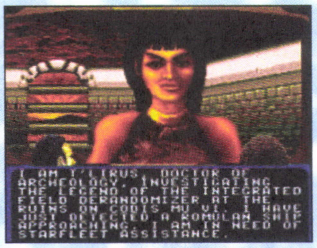
Mission Objective



```
M CODIS
PLANET: CODIS MU
VI

ASSOCIATION: FEDERATION
CLASS: M
ATMOSPHERE: BREATHABLE
GRAVITY: 1.22G
LAND MASS: 64%
MINERALS: MINED OF MOST
USABLE MINERALS, TRACE
READINGS OF COPPER,
BAUXITE
CORE: COOLING MAGMA
RADIUS: 9,452KM
ORBIT: 253,422,971KM
```

Assist T'Lirus, Doctor of Archeology, who has detected a Romulan ship approaching Codis Mu VI. T'Lirus is investigating the legend of the Integrated Field Derandomizer at the ruins on Codis Mu VI. Codis Mu VI is a Federation world, and the Romulans should not be there.

Key Points

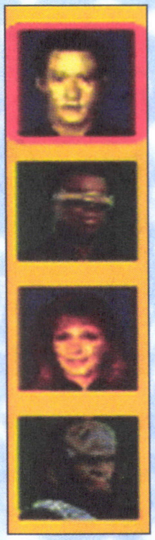


```
I AM T'LIRUS, DOCTOR OF
ARCHEOLOGY, INVESTIGATING
THE LEGEND OF THE INTEGRATED
FIELD DERANDOMIZER AT THE
RUINS ON CODIS MU VI. I HAVE
JUST DETECTED A ROMULAN SHIP
APPROACHING. I AM IN NEED OF
STARFLEET ASSISTANCE.
```

Key Point: *This is a fairly simple mission, designed to enable you to get used to the Away Team controls.*

Key Point: *There are three armed Romulans at the site. You don't need to confront the Romulans for the mission to be a success. You only need to make contact with T'Lirus.*

Recommended Away Team



T'LIRUS DIG LEGEND

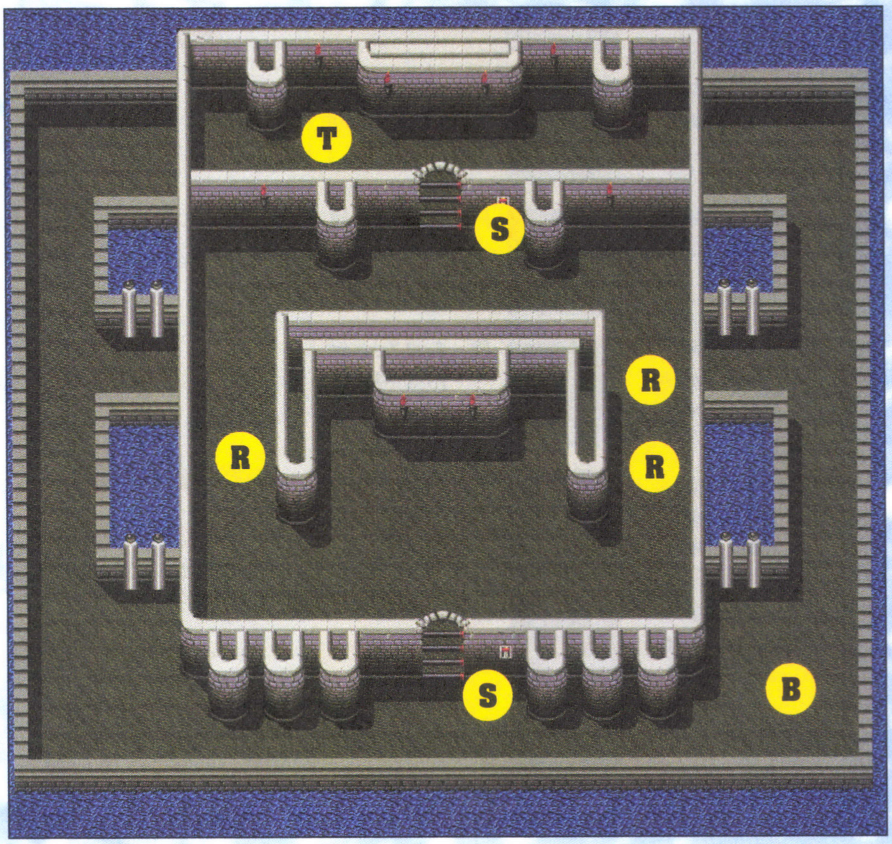
B = Beam Down Point

S = Gate Switch

R = Armed Romulans

T = T'Lirus

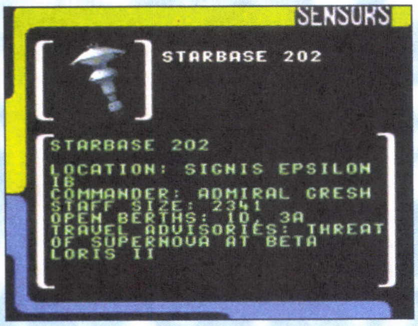
T'Lirus Dig Map



Starbases in the Sector

If the USS Enterprise *is in need of repairs and fresh supplies, travel to the nearest Starbase. Among your supplies will be Photon Torpedoes.*

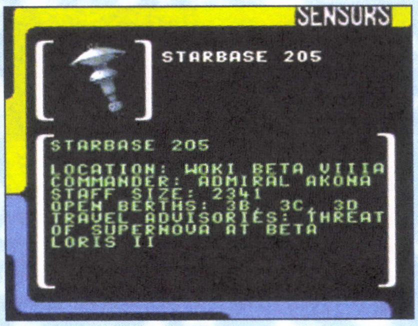
Starbase 202



```
STARBASE 202

STARBASE 202
LOCATION: SIGNIS EPSILON
IB
COMMANDER: ADMIRAL GRESH
STAFF SIZE: 2341
OPEN BERTHS: 1D, 3A
TRAVEL ADVISORIES: THREAT
OF SUPERNOVA AT BETA
LORIS II
```

LOCATION: SIGNIS EPSILON IB

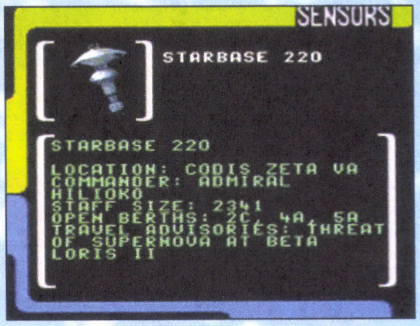
Starbase 205



```
STARBASE 205

STARBASE 205
LOCATION: WOKI BETA VIIIA
COMMANDER: ADMIRAL AKONA
STAFF SIZE: 2341
OPEN BERTHS: 3B, 3C, 3D
TRAVEL ADVISORIES: THREAT
OF SUPERNOVA AT BETA
LORIS II
```

LOCATION: WOKI BETA VIIIA

Starbase 220

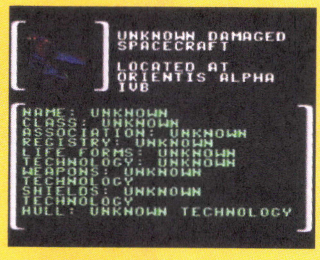


```
STARBASE 220

STARBASE 220
LOCATION: CODIS ZETA VA
COMMANDER: ADMIRAL
HILIOKO
STAFF SIZE: 2341
OPEN BERTHS: 2C, 4A, 5A
TRAVEL ADVISORIES: THREAT
OF SUPERNOVA AT BETA
LORIS II
```

LOCATION: CODIS ZETA VA

DERELICT SHIP

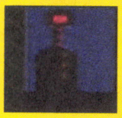
Mission Objective

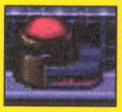


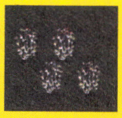
```
UNKNOWN DAMAGED
SPACECRAFT

LOCATED AT
ORIENTIS ALPHA
IVB

NAME: UNKNOWN
CLASS: UNKNOWN
ASSOCIATION: UNKNOWN
REGISTRY: UNKNOWN
LIFE FORMS: UNKNOWN
TECHNOLOGY: UNKNOWN
WEAPONS: UNKNOWN
TECHNOLOGY
SHIELDS: UNKNOWN
TECHNOLOGY
HULL: UNKNOWN TECHNOLOGY
```

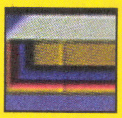
You have encountered an alien ship trapped in a decaying orbit. You must beam aboard the alien ship to rescue the crew and vessel before it crashes.

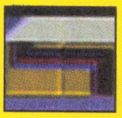
DERELICT SHIP LEGEND

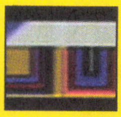

A = Atmospheric Processor Connection Point

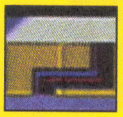

B = Atmospheric Processor

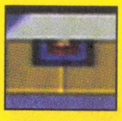

C = Beam Down Point

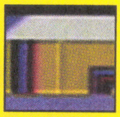

D1 = Computer Piece (Right-Hand Piece)

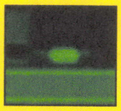

D2 = Computer Piece (Left-Hand Piece)

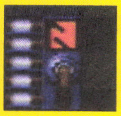

D3 = Computer Piece (Right-Hand Piece)

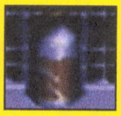

D4 = Computer Piece (Right-Hand Piece)

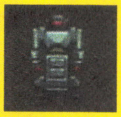

D5 = Computer Piece (Right-Hand Piece)

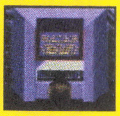

D6 = Computer Piece (Left-Hand Piece)

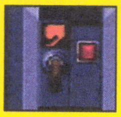

E = Resistors to Power Circuit

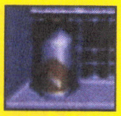

F = Fuel Tank #1 Connection Point


F1 = Fuel Tank #1 (Right-Hand Tank)


G = Security Robot


H = Security Terminal


K = Fuel Tank #2 Connection Point


K1 = Fuel Tank #2

✳ = Blast Here

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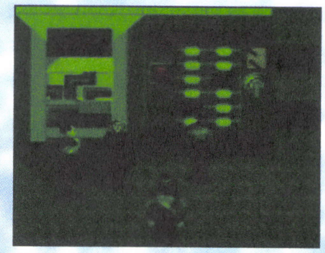
STRATEGY GUIDE

Key Points

Data or La Forge

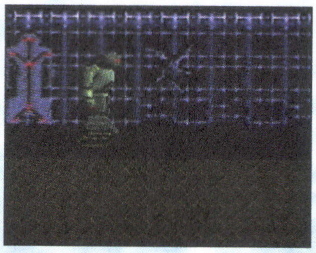
Key Point: *You'll need either La Forge or Data on your Away Team since you'll beam onto a dark ship (void of light). They are the only crew members who can see in the dark.*

Restoring Power



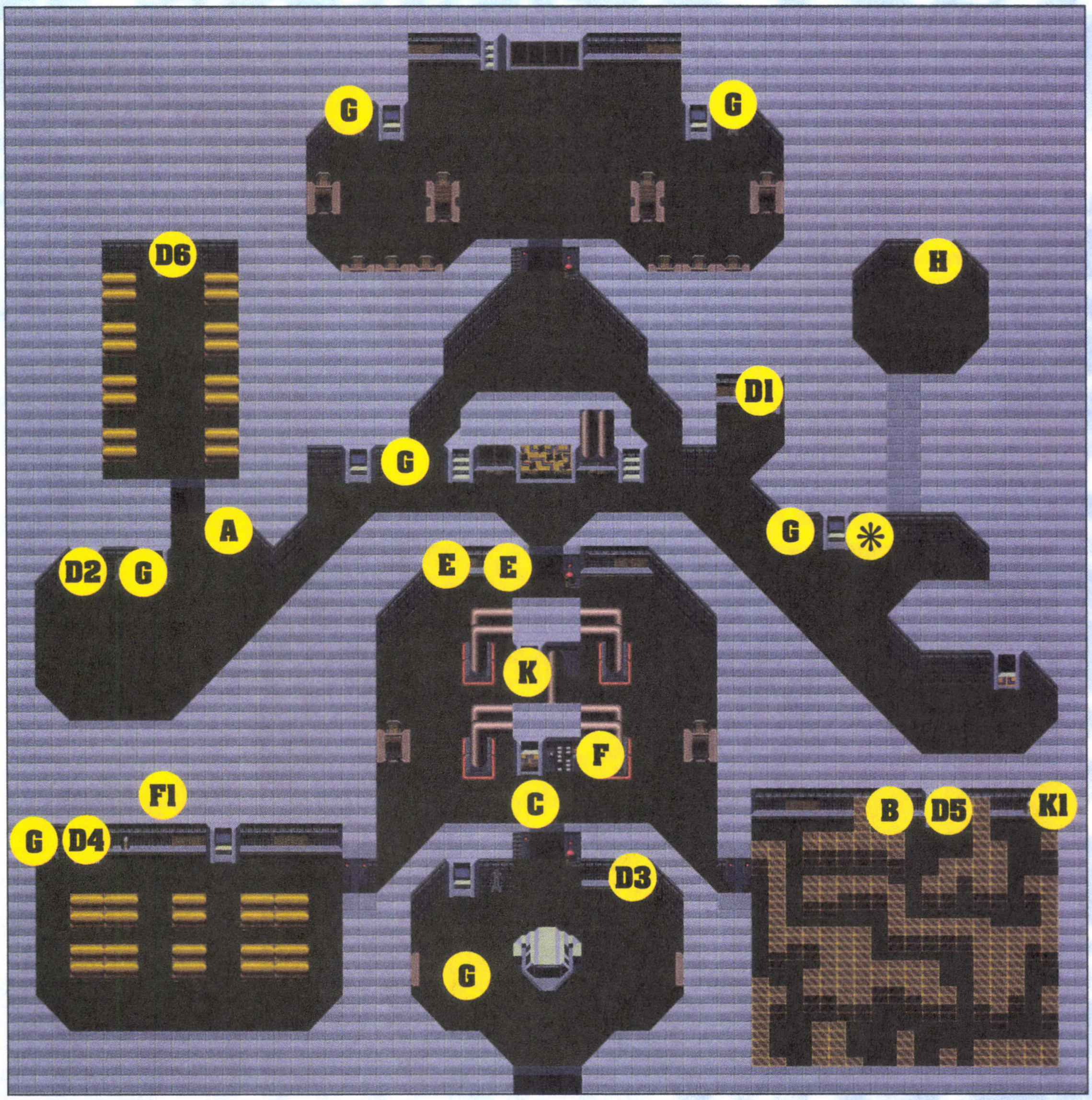
Key Point: *Your first objective should be to restore power to the ship. Locate the resistors and place them in the damaged power circuit. Now, turn the power on by activating the red switch to the left of the power circuit.*

Security Alert

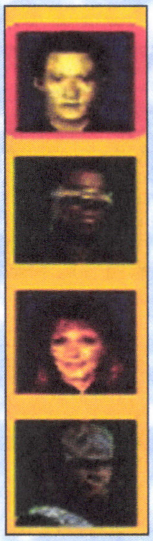


Key Point: *Once power is restored to the ship, the ship's security system of armed robots will be activated. To shut down all security, go to the Security Terminal located just to the right of a computer terminal with a robot-access port, right of the main computer. A wall will block your access to the tunnel. Shoot it, and you're on your way.*

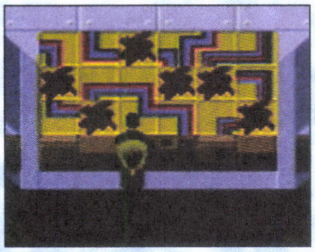
Derelict Ship Map



Recommended Away Team

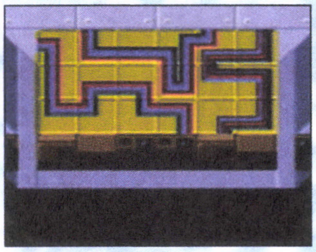


Computer Repair



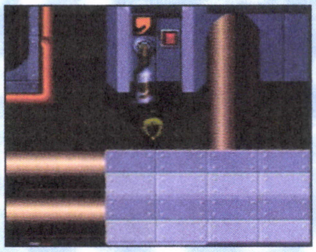
Key Point: *Once security has been disabled, your next objective is to repair the ship's main computer system. You must locate six computer parts scattered throughout the ship. Keep at least one team member at the computer while the others search the ship. This enables you to toggle back to the crew member at the computer to see which pieces you need.*

Finished?



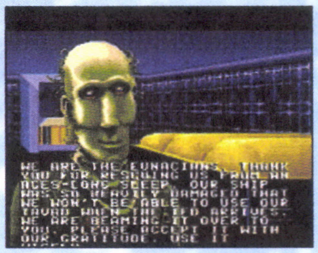
Key Point: *To completely repair the computer system, you have to get a computer piece from the Hibernation Room (the room located furthest northwest). By using your tricorder, you'll find that the air in the room is unbreathable. You must locate an Atmospheric Processor and place it in its Connection Point. (Refer to the Legend for the Atmospheric Processor and its Connection Point.)*

It Needs Gas, Too?



Key Point: *Once the computer is repaired, you need to locate two fuel tanks and place each in the appropriate Connection Point. (Refer to Legend for Tank and Connection Point locations.) As soon as both tanks are connected, flip the Engine Switch located to the right of the second Tank Connection Point.*

Eunacians

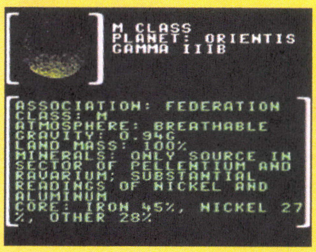


WE ARE THE EUNACIANS. THANK
YOU FOR RESCUING US FROM AN
AGES-LONG SLEEP. OUR SHIP
WAS SO HEAVILY DAMAGED THAT
WE WON'T BE ABLE TO USE OUR
TAVAD WHEN THE IFD ARRIVES.
WE ARE BEAMING IT OVER TO
YOU. PLEASE ACCEPT IT WITH
OUR GRATITUDE. USE IT

Key Point: *That's it, you're finished here. A Eunacian thanks you and gives you a TAVAD, and says it is for the arrival of the IFD. Hmm.*

THE MINING MOON

Mission Objective

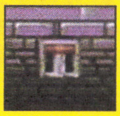


M CLASS
PLANET: ORIENTIS
GAMMA IIIB

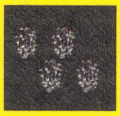
ASSOCIATION: FEDERATION
CLASS: M
ATMOSPHERE: BREATHABLE
GRAVITY: 0.94G
LAND MASS: 100%
MINERALS: ONLY SOURCE IN
SECTOR OF PELLENTIUM AND
RAVARIUM; SUBSTANTIAL
READINGS OF NICKEL AND
ALUMINUM
CORE: IRON 45%, NICKEL 27
%, OTHER 28%

You've received a report that ten miners are missing in the Mines of Orientis Gamma IIIB. You must locate them. Beware, though, the moon is unexplored, and who knows what might await you down there.

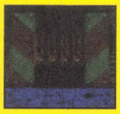
MINING MOON LEVEL 1 LEGEND



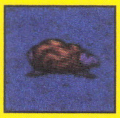
A = Air Fan Switch



B = Beam Down Point

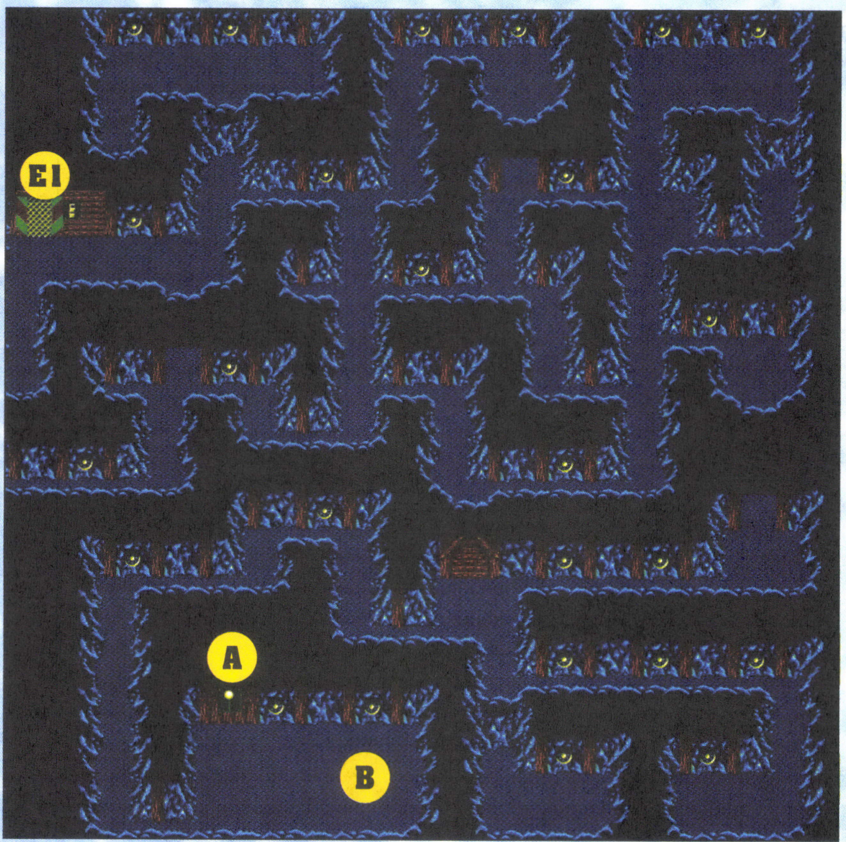


E1 = Elevator

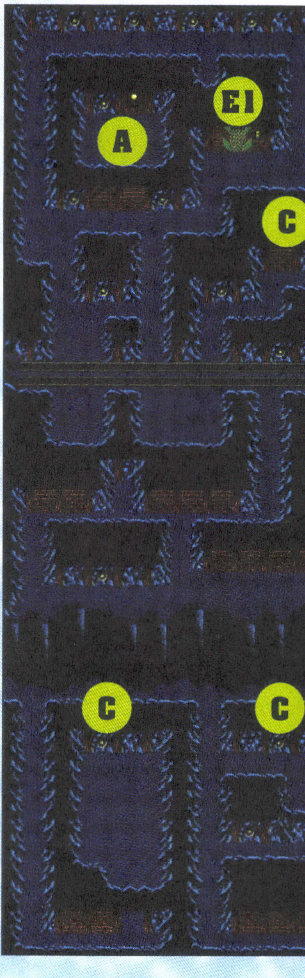


These slugs roam the Moon Mines. Just stun 'em and they'll disappear.

Mining Moon Level 1

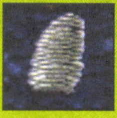


Mining Moon Level 2

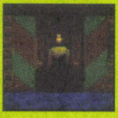


MINING MOON LEVEL 2 LEGEND

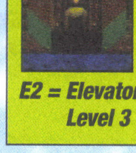
A = Air Fan Switch



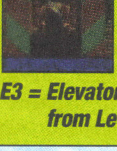
C = Cocooned Miner



E1 = Elevator from Level 1



E2 = Elevator to Level 3



E3 = Elevator from Level 3

STAR TREK
THE NEXT GENERATION
STRATEGY GUIDE

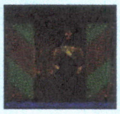
MINING MOON LEVEL 3 LEGEND

A = Air Fan Switch

B = Bridge Activation Switch

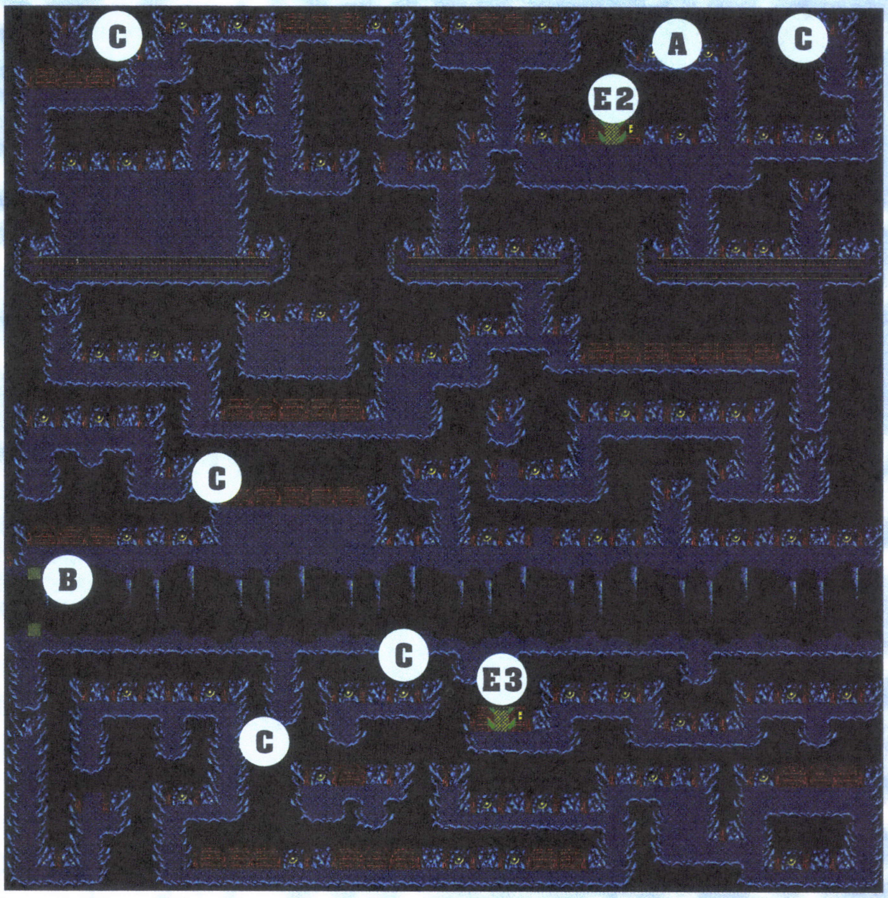
C = Cocooned Miner

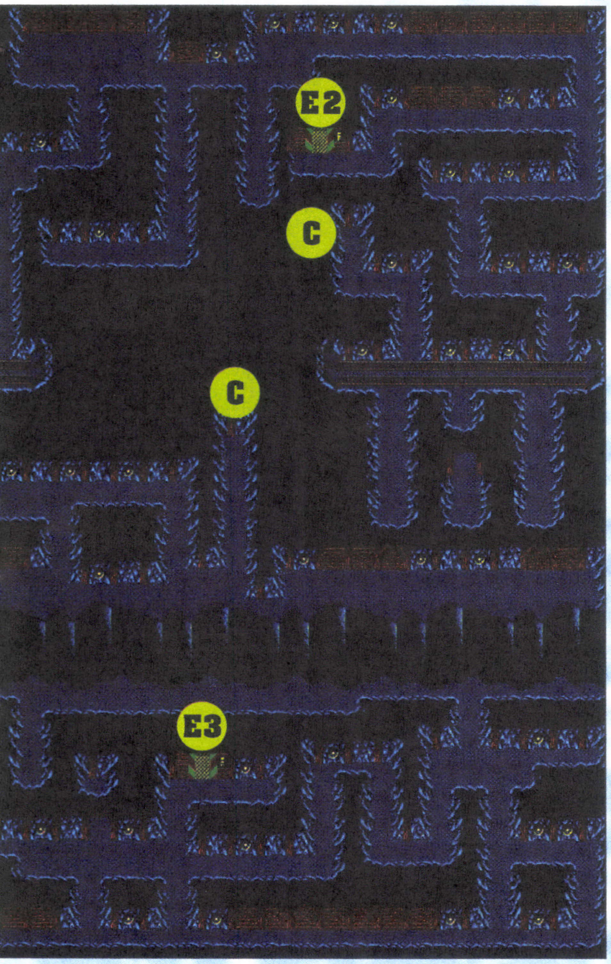
E2 = Elevator from Level 2



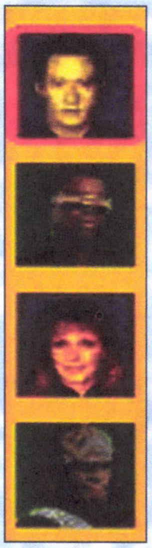
E3 = Elevator to Level 2

Mining Moon Level 3





Recommended Away Team



Key Points

Data's Your Droid

Key Point: *As soon as you Beam down to the Mining Moon, have Data turn on the Air Fans. The air is not breathable in these mines, and the rest of your Away Team will suffocate unless the Air Fans are activated. This must be done on every level.*

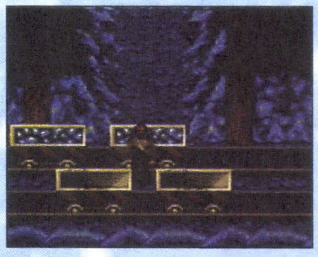
A Bridge Too Far

Key Point: *On the third level of the Mining Moon, there's a single bridge that crosses the mine's chasm. The bridge is located at the chasm's westernmost point. To extend the bridge across the chasm, activate the switch just to the left of the bridge.*

The Miners

Key Point: *There are five miners on the second level and five miners on the third level. To rescue them from the cocoon they're trapped in, simply shoot a single Phasor blast at them.*

Mine-Cart Tracks



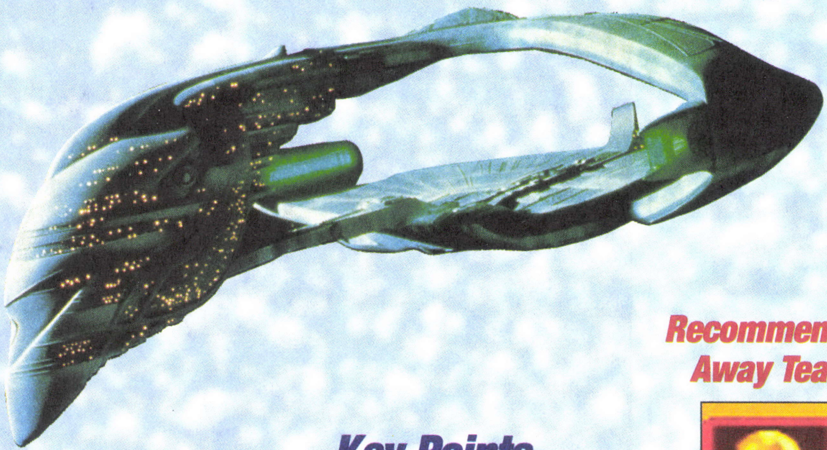
Key Point: *Cross these tracks but watch out for the mining cars. The cars on the top track move from right to left, and the cars on the bottom track travel from left to right.*

FIZAAL'S HAPPY HAVEN

Mission Objective

Travel to Fizaal's Happy Haven to get information from Damion Radny regarding Romulan Sub-Space codes.

STAR TREK THE NEXT GENERATION STRATEGY GUIDE



Key Points

Picard, Troi?

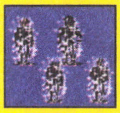
Key Point: *This mission will require the diplomacy skills of Capt. Picard or the telepathy skills of Counselor Troi. These are the only individuals who can get the information you need to complete your mission here.*

Helpful Haven Goers

Key Point: *To find out where Damion Radny is located, talk to the aliens at the bar to the right of the entertainers. The alien on the right will tell you where Radny is.*

Recommended Away Team

FIZAAL'S HAPPY HAVEN LEGEND

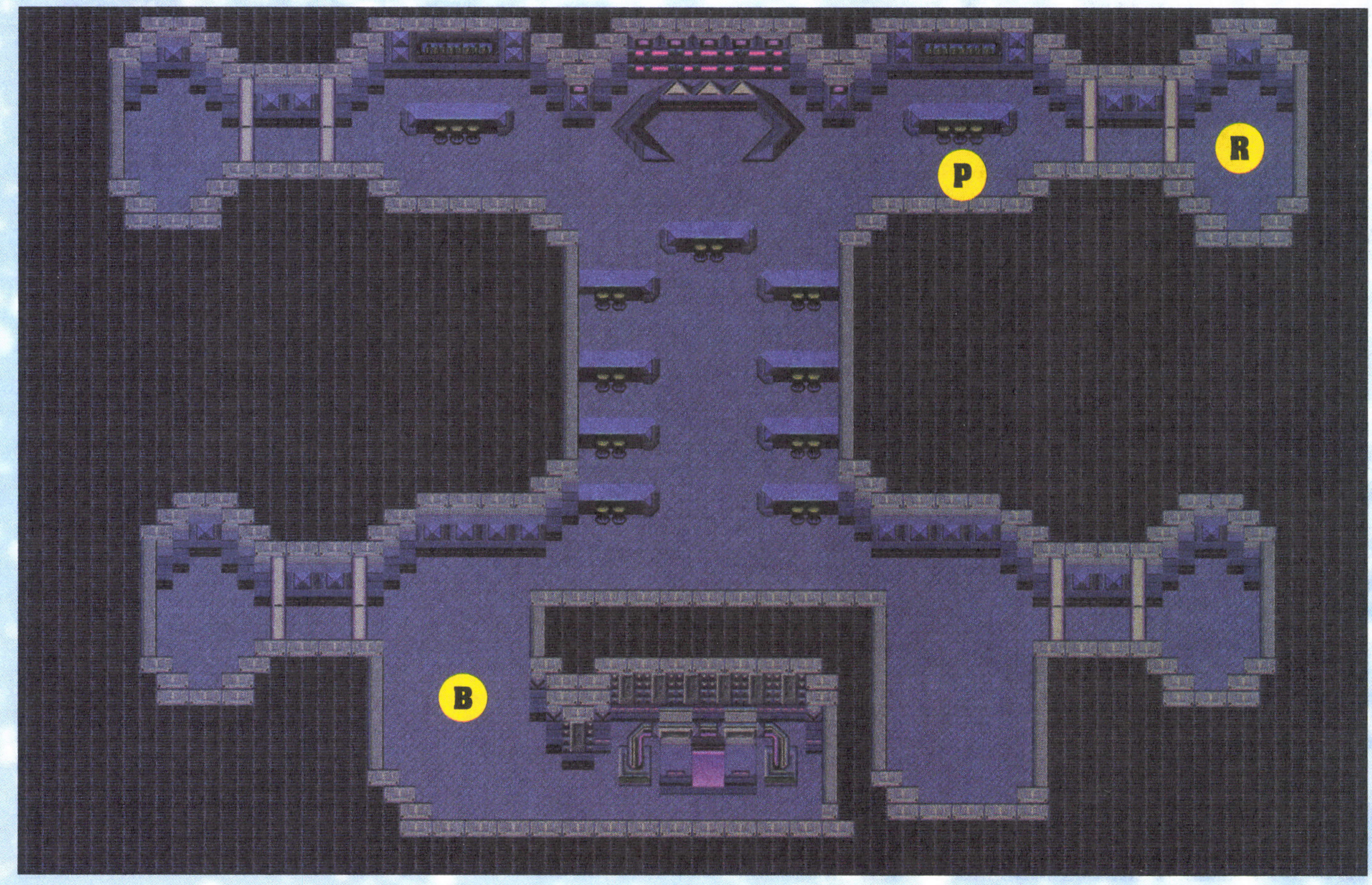


B = Beam Down Point

P = Patrons (talk to these guys for info)

R = Damion Radny

Fizaal's Happy Haven



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547S6

Time Trax Strategy Guide

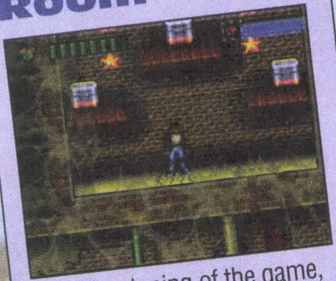
By Manny LaMancha

Darien Lambert is on a mission to return Mordecai Sahmbi to the 22nd century from 1993, where he's wreaking criminal havoc. Through his use of Mash-Ti combat and a pellet gun, Lambert is able to send fugitives back to their native time.

Of course, you control Lambert's puppet strings, so whether Sahmbi gets away with his crimes is up to you. Here are a few tidbits of help that might smooth out your mission.

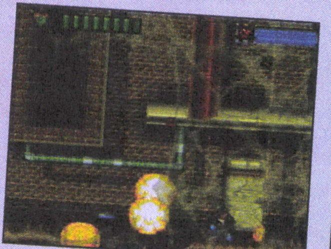
Location 1: Secret Passage

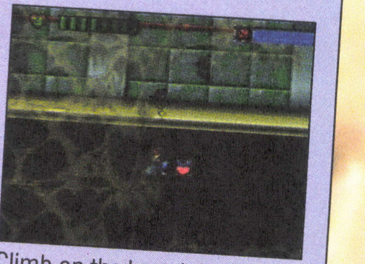
Secret Room



At the beginning of the game, drop down and grab the key. Then head up and right, and jump through the ceiling to grab the goodies.

Secret Shortcut

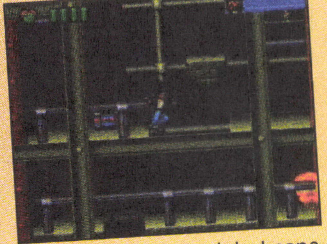




Climb on the barrel on the second floor to enter a passage at the top left, where there's a 1-up. Go back, push the barrel from the platform onto the spikes, and blast it. You can then drop through the hole you've created. This area offers lots of bonuses – don't miss the 1-up – and dumps you near the end of Location 1.

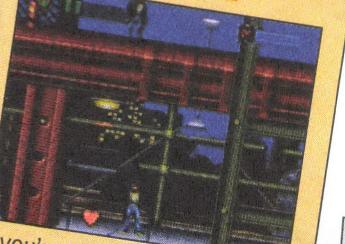
Location 5: Building Site

Watch for Falling Rocks



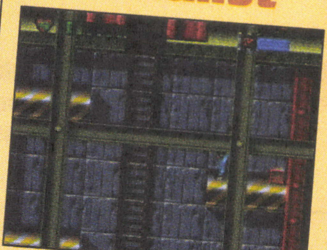
Throughout the level, but especially when you start your upward trek, watch for falling brickwork. Sometimes jumping up before you move reveals where these hazards might be. Also, a Time Stall gives you some added microseconds to dodge the debris.

Fill 'Er Up



If you're getting low on health, there's a hidden bonus container here. Head to the left against the pillar until the bonus shows up, then shoot and get yourself a heart-y meal!

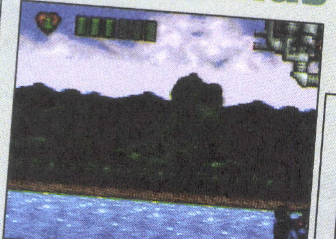
Being a Journalist



After you start heading to the top, you'll see a diary on a ledge. Grab it, because you need it to gain a continue.

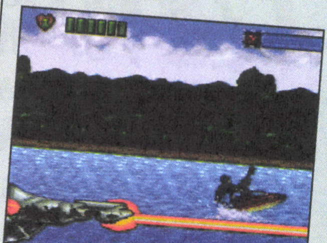
Location 6: Jet Ski

By Leaps and Bounds



Although much like the motorcycle scene, this level forces you to be a little more active. Move forward and backward to control where your target goes, but also leap to fire diagonally.

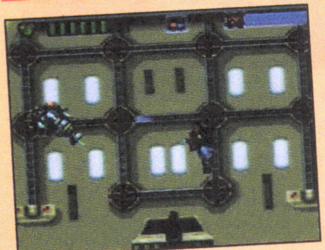
Watch Your Back!



When you've spent sufficient time in battle, the craft will sit behind you on the water's surface. Watch for the glow of its nose, then leap above the laser.

Location 2:
The Laboratory

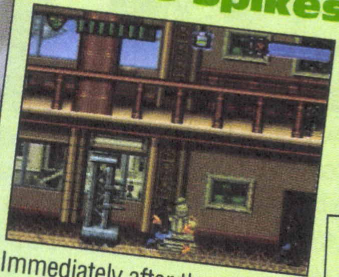
Beat the Boss



You could wait until the laser hits bottom, but that's time-consuming. If you carefully time your leaps and shots, you'll beat the lab boss quickly.

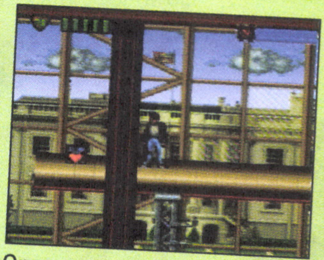
Location 3:
The Smithsonian

Stay Ahead of the Spikes



Immediately after the staircase, you'll be chased by moving spikes. You won't be able to jump over the statues, so keep pressure on them away from the spikes to get through. While you're at it, you can also gather coins.

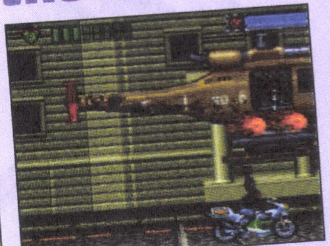
Free Darien



Once you pass the spikes, go up to the second level and backtrack. Be sure to scour the platform for hidden bonuses, revealed by crouching and firing. There's a 1-up at the edge to the far left.

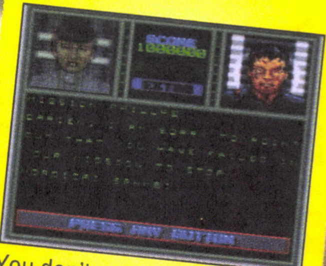
Location 4:
City Streets

Diminish the Damage



The first thing to do in this area is get rid of the bomber in the doorway. This'll save you a lot of damage.

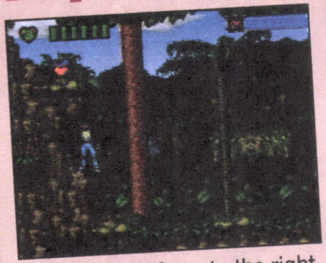
Not a Good Look



You don't want to look like Darien when he's like this!

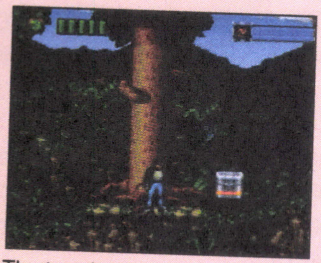
Location 7:
The Forest

One More 1-Up



Get on the platform to the right, shoot off-screen to the left, then leap to the left from the very edge of the ledge. There's a 1-up just above the starting point.

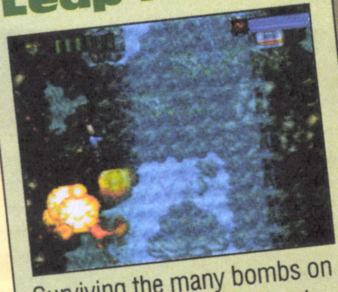
Sneaky Snakes



The toughest part of this level is how nasties, like the snakes on this branch, blend into the background. Walk carefully, but an occasional Time Stall may make enemies easier to spot.

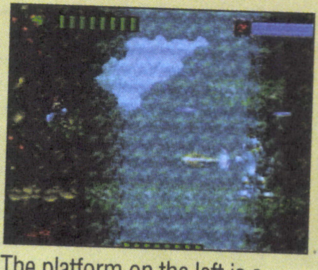
Location 8:
Waterfalls

Leap Frog



Surviving the many bombs on the platforms requires you to jump on the bomb, then quickly spring to the next platform. You may have to do a similar leap-frog move to avoid harm from enemies that return after being killed.

That's One Boss Boss



The platform on the left is a good place to fight from. Watch for the arm movement that comes just before the boss fires his highly damaging missiles.

THE NINJA WARRIORS

By Slo Mo

In the black-and-blue tradition of side-scrolling gang-beaters like Final Fight and Double Dragon, The Ninja Warriors struts out of the arcades and into the SNES. This bruising beat-em-up has plenty of style, enough substance, and just enough challenge to make you sweat. You command three battlin' bots that have been programmed with high-tech ninjitsu fighting skills. As with most Final Fight-style games, these hard-wired heroes come in three predictable sizes – large, medium, and small. Be prepared to use all their offensive and defensive moves to bust through eight stages and reach one of the toughest final encounters around.

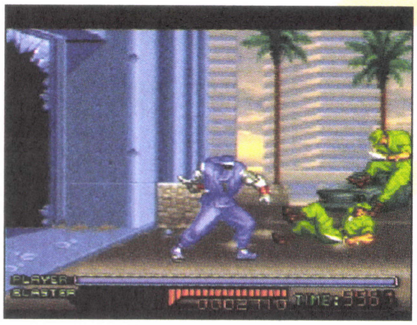
The Ninja Warriors
(By Taito)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	4.0	4.5	Intermediate

Price not available
12 megs
Beat-em-up
1 player

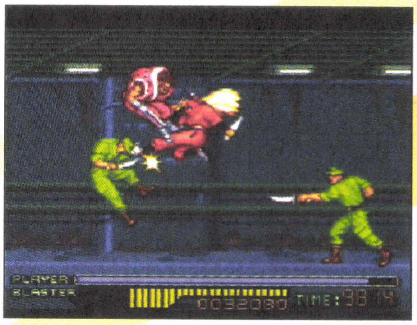
8 stages
Side view
Multi-scrolling
Unlimited continues

Warrior Strategy: Ninja



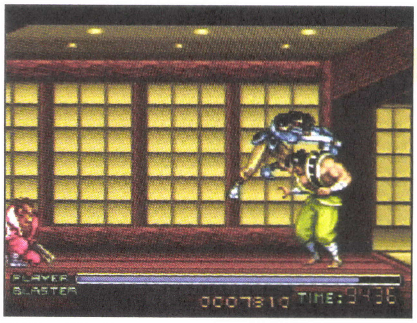
The Big Guy's Power Slam (move into an opponent and press Y) is the best throw on the team since it tosses one bad guy into his cohorts. Learn to use it to mow down foes in a crowd.

Warrior Strategy: Kunoichi

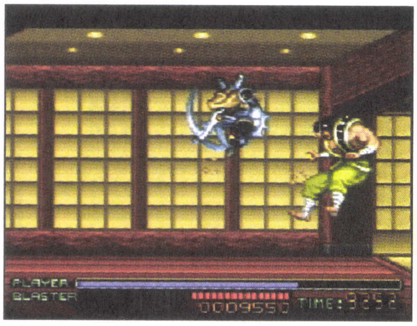


Kunoichi is swift, but she's sometimes susceptible to frontal assaults. Learn to jump over assailants or jump back away from them when they attack. The Jumping Side Kick (press Left or Right to move toward an enemy, then hit B, Y) is an excellent opening-attack move.

Warrior Strategy: Kamaitachi



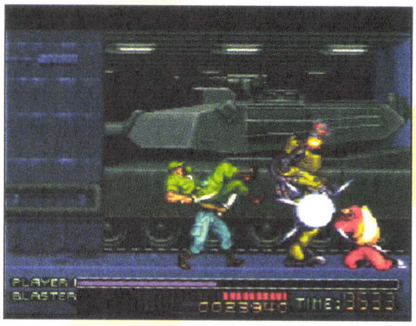
Diving Slash



Intercept Roll

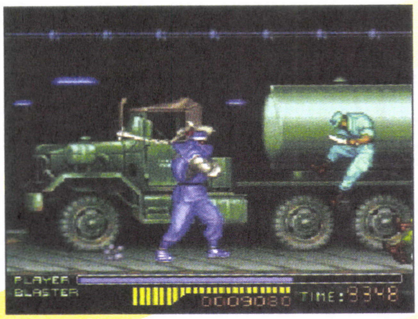
Kamaitachi is the best all-around fighter. His Diving Slash (press Left or Right, then hit B, Y) and his Intercept Roll (press B, Y) are killer opening moves for any attack.

Robot Assist

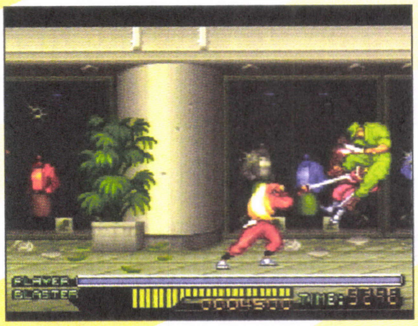


Robots can help you fend off a crowd. Blow up their heads and then move to the edge of the screen. Now if you crouch and continually punch the 'bot as it moves toward you, you keep it at a distance while firing up your long-range attack to nail any adversary charging in behind it.

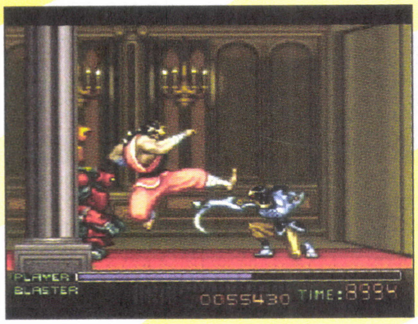
Finishing Moves



Ninja's Nunchakus Finish



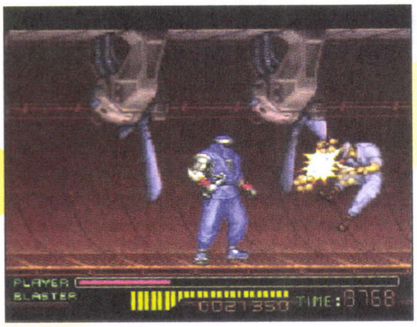
Kunoichi's Kuni Cut Finish



Kamaitachi's Long Slash Finish

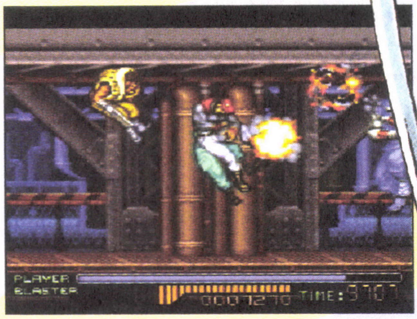
After dealing four hits each, Kamaitachi and Kunoichi unleash a long-range "finishing" attack that flattens eveyone in their path. However, Ninja's finishing attack requires two solid blows. Use these techniques against shooters, firebreathers, and bosses in a crowd.

Blades of Steel



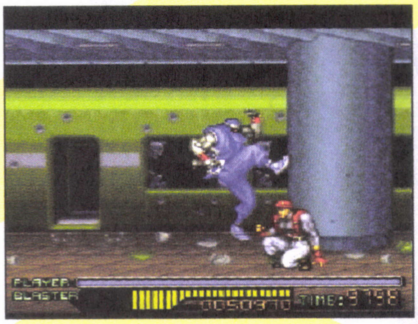
Let the whirling blades in the Stage 2 tunnel whip the bad guys, but don't get burned by the Firebreathers.

Blaster Attacks



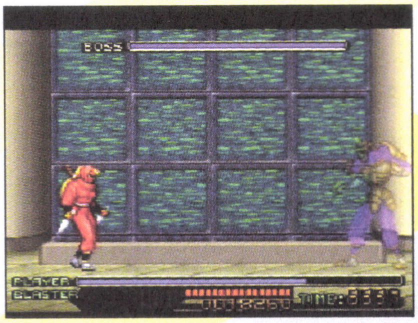
Always have a Blaster Attack ready. Pause whenever you can to let your Blaster Meter build energy. Save Blaster Attacks for gangs of four or more.

Guard and Flip

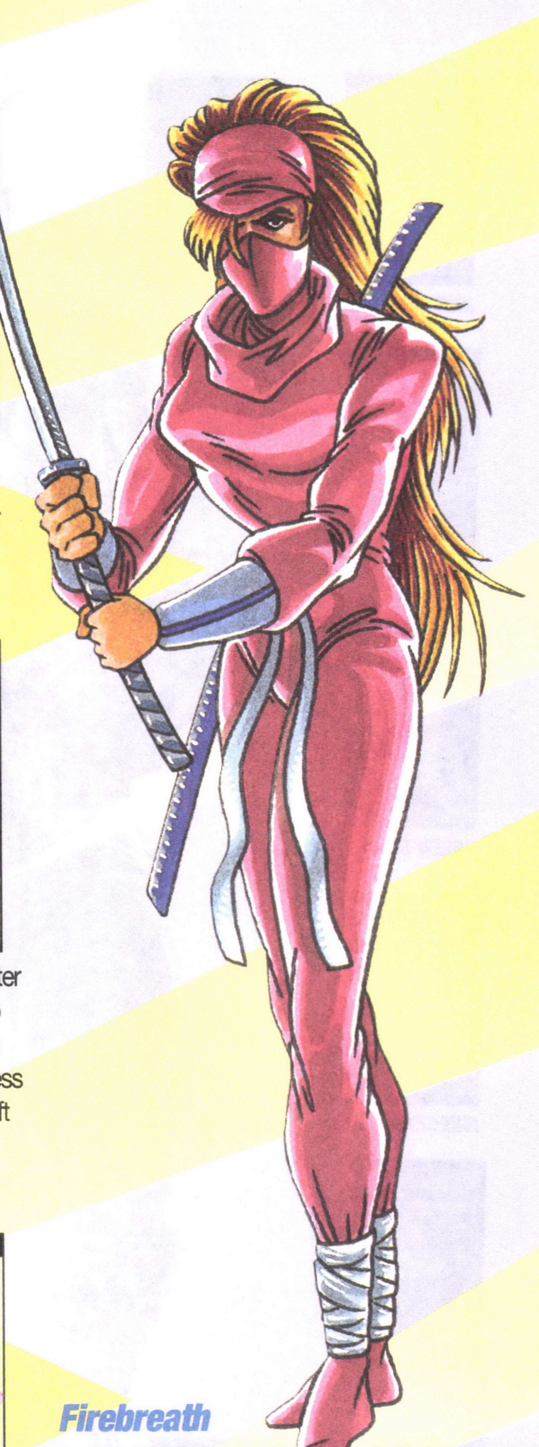


This defensive move is an excellent counter when you're surrounded. Hold down Y to guard while standing or hold down Down and Y to guard while crouching. Then press B to flip forward or press B and either Left or Right to flip backwards.

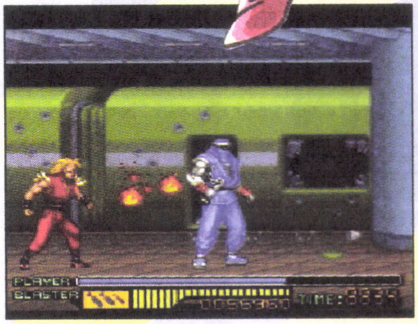
The Invisible Assassin



The lanky but lethal Boss at the end of Stage 3 jumps onto the wall to drop two pairs of grenades and then becomes invisible. He's invulnerable when he's on the wall. Jump when he drops the grenades to avoid injury. When he's invisible, look where his feet should be and you can see a hazy image. Attack in that direction. When he slides at you, he's invulnerable. Trap this guy in a corner if you can.



Firebreath



Stage 2 is where the firebreathers begin to appear. These red hots can burn you from afar by either standing or crouching. Eliminate them as soon as they appear. They teleport across the screen, so move quickly.

THE NINJA WARRIORS

KNIFE FIGHTER

SPY GUY

SNIPER

GREEN GOON

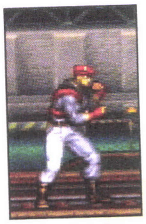
FIREBREATHER

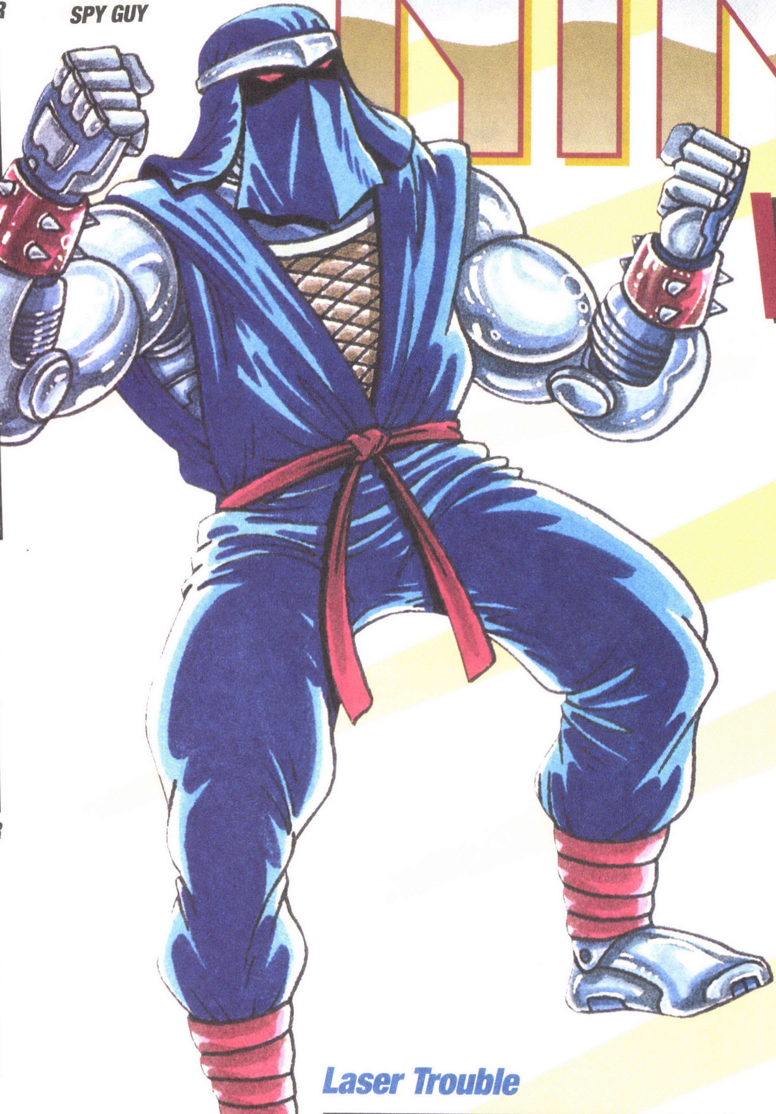
ROBOT

MONKEY

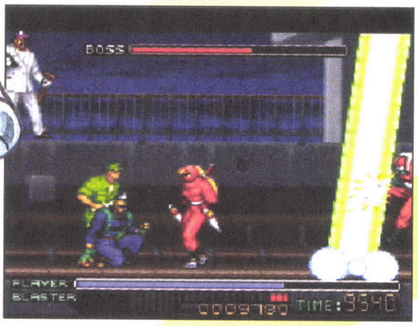
ONE-EYE

DEVIL MASK


BAD BERET

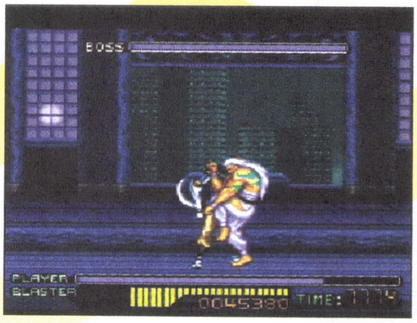


Laser Trouble


BOSS
PLAYER
BLASTER
0009780
TIME:9540

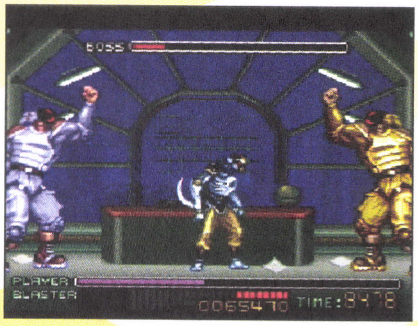
The sleazy Stage 4 Boss looks like a pushover, but when he jumps onto the railing above, he can call forth a massive laser beam as his bodyguards attack you. Watch for a thin, red pencil beam. Concentrate on nailing the boss as often as you can.

White Death


BOSS
PLAYER
BLASTER
0045380
TIME:

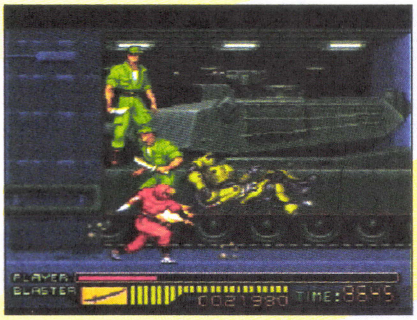
The meditative white-haired Stage 5 End Boss launches a hairy energy attack when he begins to shimmer. If you attack by stepping right up to his face, you can damage him and still avoid his blasts.

Double Trouble


BOSS
PLAYER
BLASTER
0065470
TIME:8478

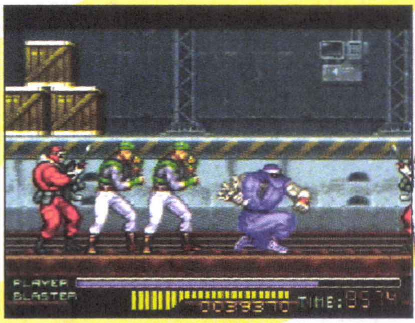
The big bullies at the end of Stage 6 are tough. In general, wait for them to attack and then counter them. But don't let them surround you and watch out for their quick knee slides. If you attack too often through the air, they score with a massive uppercut. In general, try to use a Blaster Attack. If you must, hit and run while your Blaster Meter builds up a charge. Kamaitachi's jump-spin slice is effective.

Mechanical Mayhem



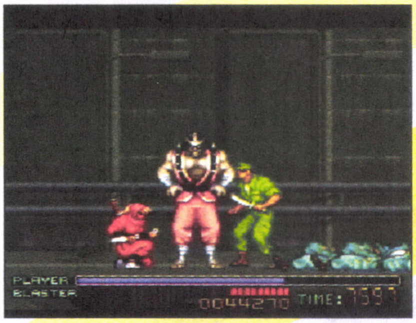
Robots are always susceptible to rear attacks. Try to flip over behind them. Watch out for their extendable arms and laser eyes. When they lose their heads, you can duckwalk past them for a rear attack.

Offense, the Best Defense



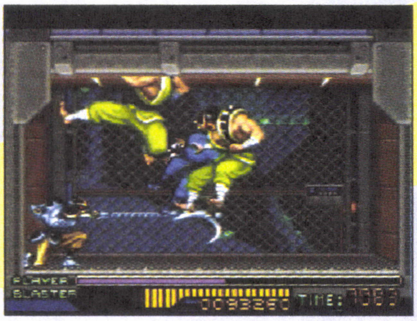
In crowded close-in fights, you are sometimes invulnerable as you make an attacking move.

Jumping Rear Attacks

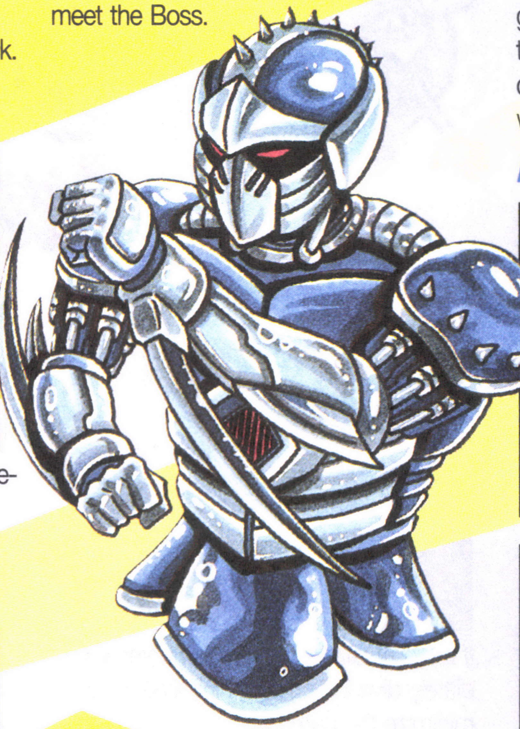


Here's a handy lethal move. Jump over a bad guy, turn around immediately, and attack him. You must attack before he turns around, so as you jump, hold down the directional pad away from the direction you are jumping. You'll turn around immediately as you land. For example, if you jump to the left, hold down Right as you're in the air.

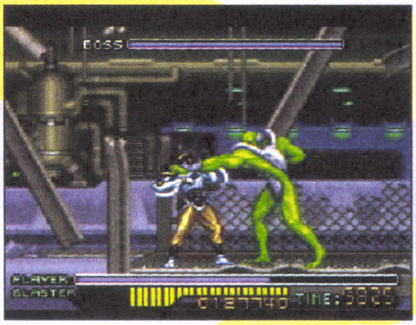
Elevator Eliminations



When you ride the elevator in Stage 7, position yourself to either the far left or the far right. Fight from there until you meet the Boss.

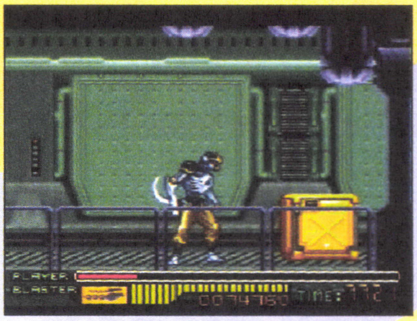


Green and Mean



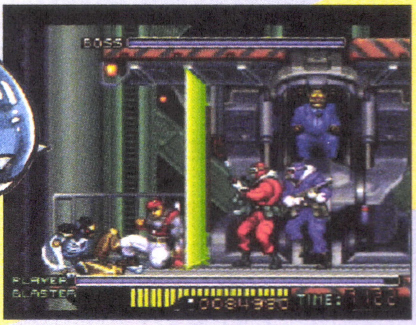
The Green Lord at the end of Stage 7 is susceptible to a below-the-knees attack. However, watch out for his extendable arms and his low spinning leg whip. When he moves, use an air attack such as Kunoichi's Jumping Slash or Kamaitachi's Diving Slash. If his troops surround him, you can score an extra hit by pulling a long-range Finishing Attack.

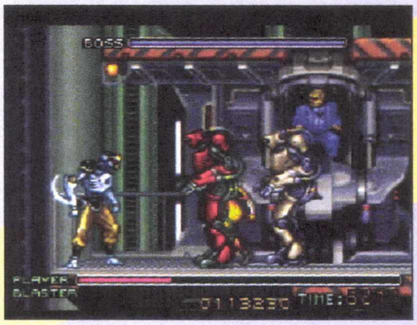
The Last Power-Up



In this area of the Final Stage (just before you meet Bulgar), there's a yellow crate containing a power-up that fills your energy meter. Try to save it until you get all the bad guys here, but grab it before you down the last guy or you'll automatically walk past it.

Beat Bulgar





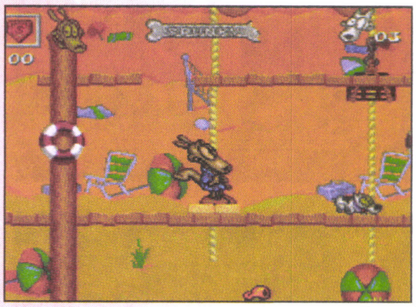
To bust Bulgar in the Final Stage, knock or throw Robots into his control seat. Watch out for the green beams that fire down from overhead. Look for the green lights just before they blast. Also, if you position yourself against one of the rails at the edge of the screen and fight from a crouching position, you can nail most bad 'bots. Try to use the Blaster Attack to blind the robots' blaster eyes so that you can knock them into Bulgar.

Rocko*s Modern Life: Spunky*s Dangerous Day

By Scary Larry

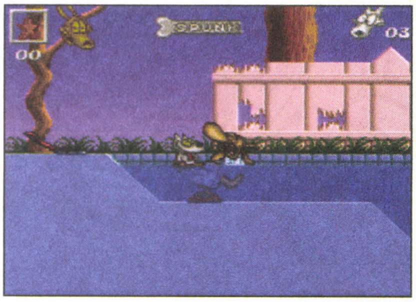
You just can't seem to keep a good dog down, and in Rocko's Modern Life: Spunky's Dangerous Day, you can't keep the dog up, either. Rocko wants to keep his pal Spunky safe, but that could be harder than navigating through the Australian Outback. How else can you describe this funny, good-looking game? How about Cool Spot meets Ren & Stimpy? Or Super Mario takes Yoshi for a walk? Help Rocko keep Spunky out of trouble, and you could be in for a g'day, mate! Let Spunky roam, and he could end up on the barby before you know it!

Basket Case



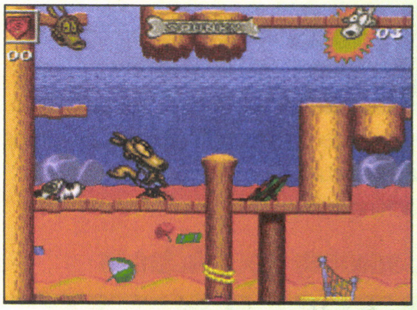
Make sure Spunky is outside of a basket lift before you release the trap, otherwise you'll lose him in midair.

Wet Wagger



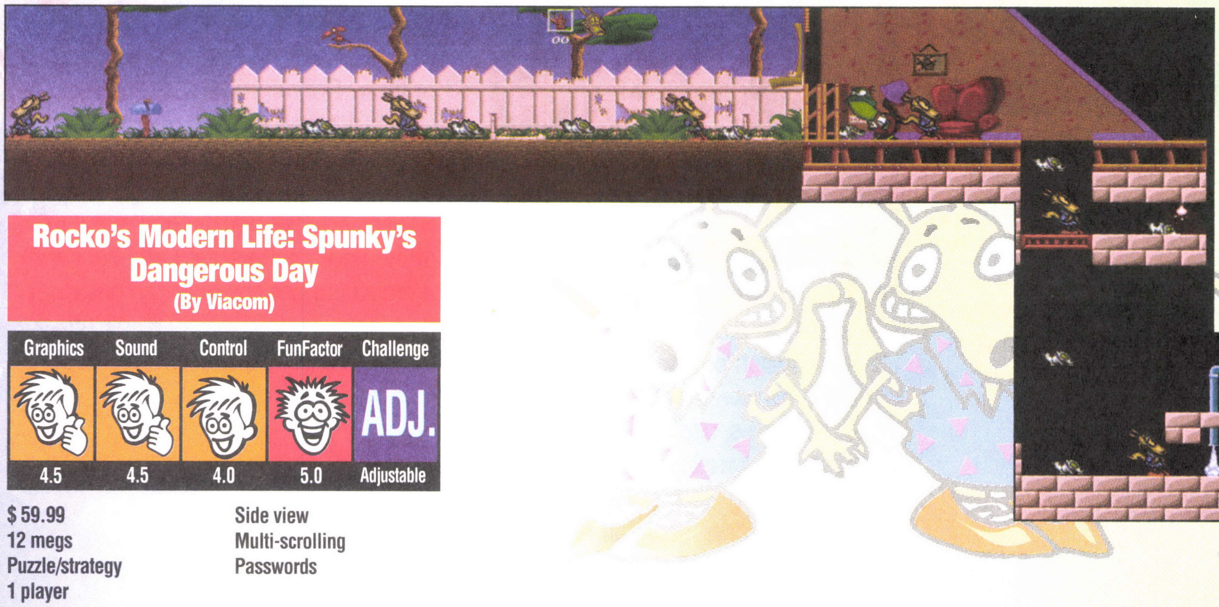
If Spunky falls into a pool of water, immediately dive in and turn him around to minimize the damage.

Heel!



If you can get Spunky into an area where he's trapped but unharmed, leave him there while you explore the level.

This map shows the shortest route through Stage 1 of "Ice Scream."



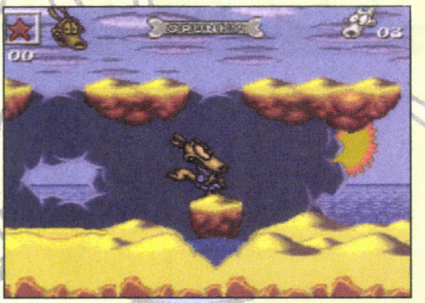
Rocko's Modern Life: Spunky's Dangerous Day
(By Viacom)

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	4.0	5.0	Adjustable

$ 59.99
12 megs
Puzzle/strategy
1 player

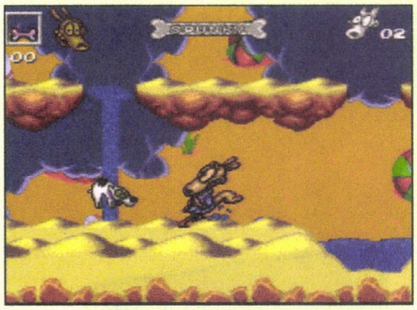
Side view
Multi-scrolling
Passwords

Walk on Water



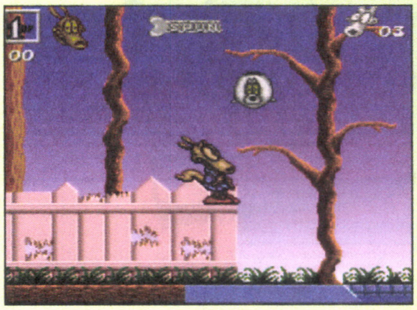
You can cover up some water spots by knocking rocks into them.

Water You Want?



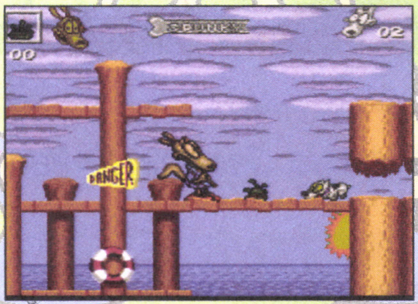
Whenever you see two waterspouts, you have to block one off and the other will rise up. Spunky does not have to be on the waterfall to go up. If he walks into the waterfall, he'll still get a lift.

Full of Hot Air



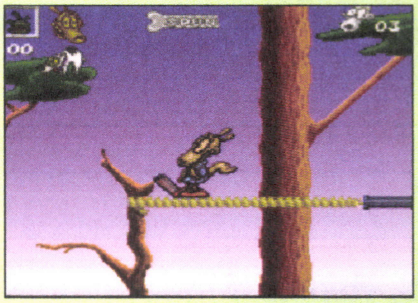
In the second part of "Ice Scream," there are two large pools to maneuver through. To get past the first pool, get Spunky onto the fence. To get past the second pool, find the Bone and the Balloon and float Spunky to safety.

Here's the Beef



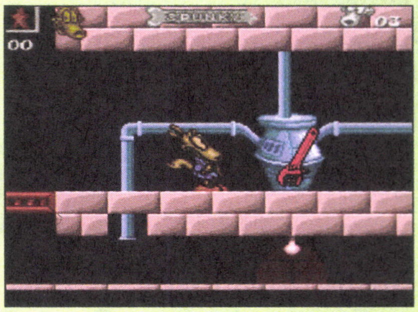
Always conserve items like Beef Hearts until later in the level. If you hear Spunky barking incessantly, find him and feed him the Beef Hearts.

Which Way to the Hydrant?



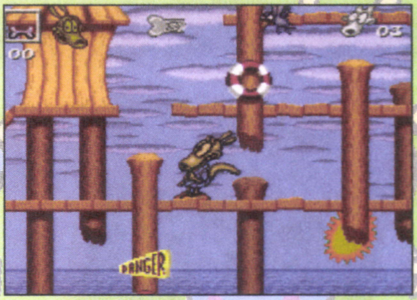
Before sending Spunky into the wild blue yonder, make sure he's facing in the right direction or he'll fall off a ledge and into more trouble.

Steamed!



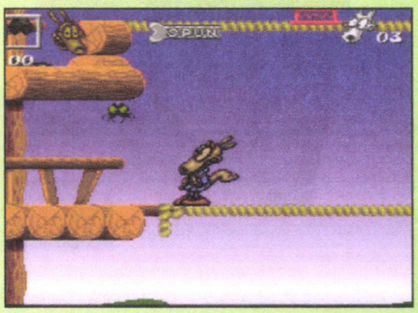
In certain levels there are steam furnaces that need to be shut off so that Spunky doesn't get scalded. Stay by the furnace and guard the switch until Spunky is off the screen (the switch will revert to its original position if unwatched).

Whoops! There It Is!



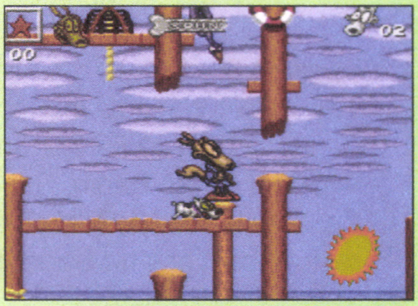
Some trap floors are hidden, like the one behind this pillar in the second beach level.

Now You See 'Em

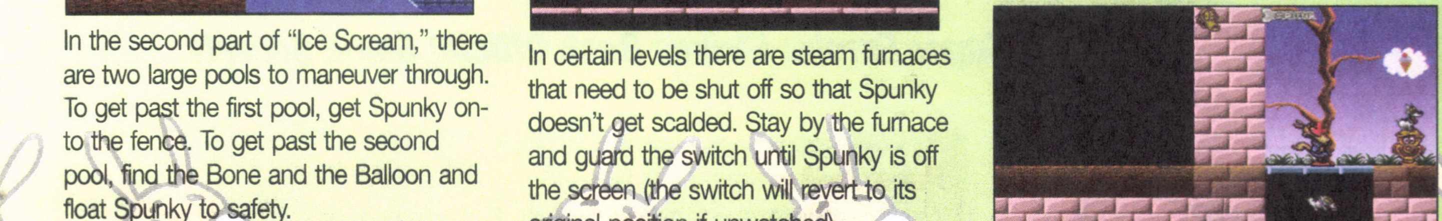


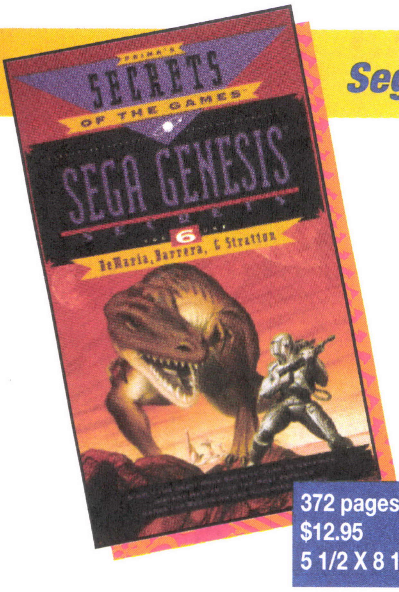
Most enemies will disappear after you kill them, but they reappear, so don't linger.

Doggie Dilemma



Spunky can't get past certain objects unless Rocko stands on them.




PRIMA'S
SECRETS
OF THE GAMES
SEGA GENESIS
SECRETS
6
DeMaria, Barrera, & Stratton

Sega Genesis Secrets, Volume 6

Rusel DeMaria, Jeronimo Barrera & Tom Stratton

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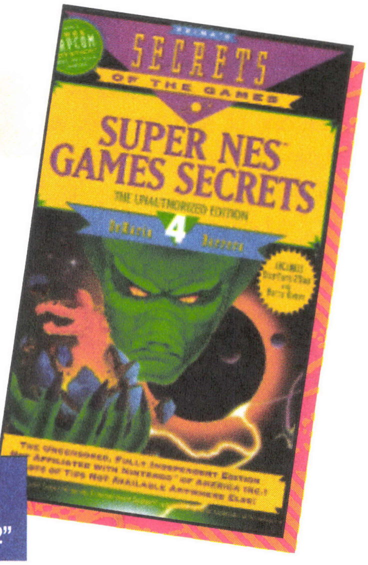
Super NES Games Secrets, Volume 4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THE UNAUTHORIZED EDITION
4
DeMaria Barrera

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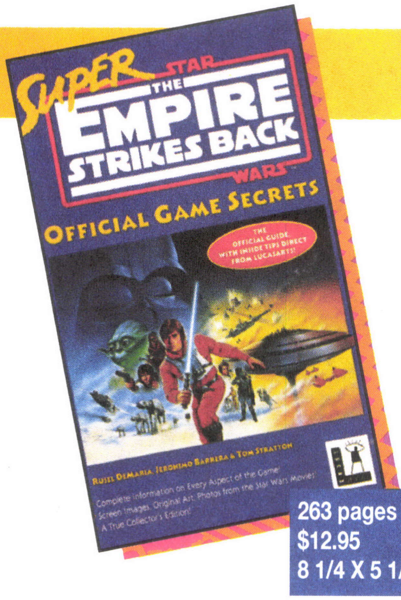
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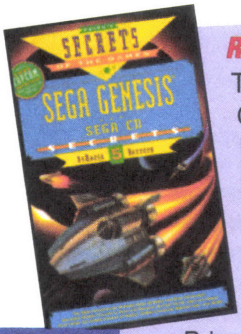

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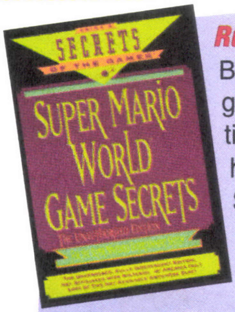

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3DO PROTIPS

By Game Over Man

The Horde will chop its way into your game-playing hearts with strategy, a mean broadsword, and humor that will cut nasty monsters down to size. Plan a strategy, manage your Crowns (money), make smart resource purchases, but above all else, keep the Hordlings at bay! The thing to remember is that you can't exterminate all the Hordlings in the land in one turn. You might have to let the Hordlings hurt your village a little in order to build up a crushing offense on your next turn. The Horde will tweak your thumbs and test your mind.

THE HORDE™

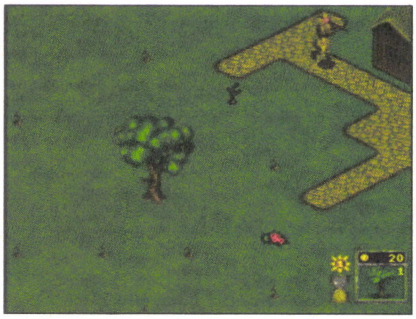
The Horde
(By Crystal Dynamics)

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$59.95
CD
Available now
1 player

5 stages
¾-overhead view
Multi-scrolling
Save feature

Save a Tree



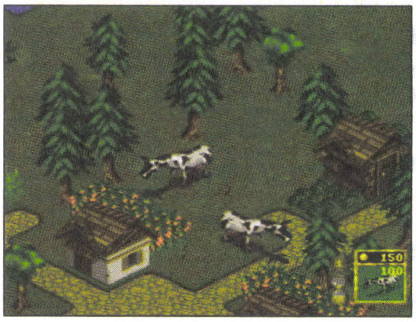
To earn money early in the game on the Shimto Plains, harvest all the trees and plant saplings. Continue this cycle for the duration of your stay in this territory. To ensure the quickest growth, plant trees at least two spaces apart.

The Best Years for Your Lives

You have only a set number of years to prosper in each territory.

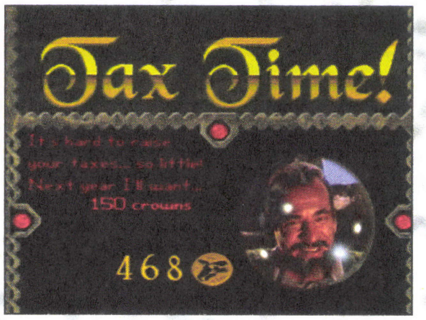
The Shimto Plains	3 years
The Tree Realms of Alburga	4 years
The Fetid Swamp of Buuzal	5 years
The Kar-Nyar Desert	6 years
The Frozen Wastelands of Vesh	7 years

Cow Courtesy



Place cows at least two spaces apart so they will not eat all the grass under hoof. If a cow stops moving, it's no longer producing income.

You Can't Take It with You



Tax Time!

It's hard to raise
your taxes... so little!
Next year I'll want...
150 crowns

468

An item you place in a territory does not transfer when you move to another territory, so during the build phase of the winter of the last year in a territory, pick up everything not nailed down, such as cows, fences, archers, knights, stone walls, and saplings. They convert to Crowns that you can take to the new territory. In fact, this is a good winter strategy during any year, since you might need the cash to pay your taxes.

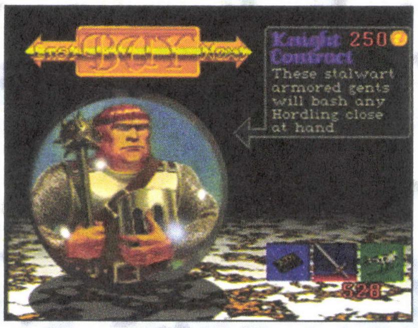
Friends of the Woods

Your first season in the Tree Realms of Alburga, you can cut down all the trees for cash. Once the Tree Spirit warns you, however, you'll permanently lose a life point for the duration of the game if you harm a tree. They cry if you cut 'em down!

Weed Your Garden

Keep your village free of weeds. They hinder crop growth and your productivity. Weed with the Dig command.

Mercenaries Mean Business



Knight Contract 250

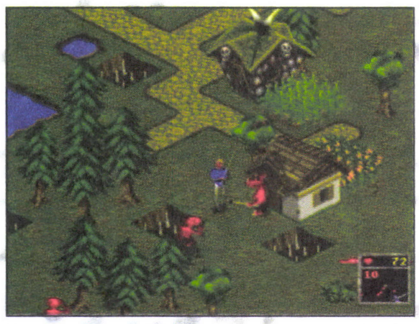
These stalwart armored gents will bash any Hordling close at hand

Use Knights and Archers sparingly. They charge 30 and 60 Crowns, respectively per turn.

Hordling Tricks

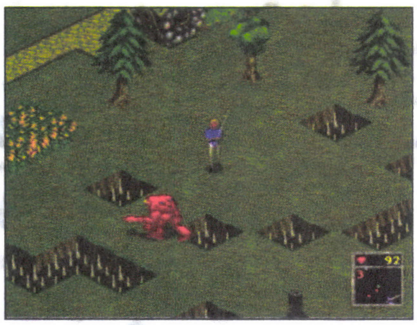
Stay alert! Some Hordlings will draw you away from their comrades.

Have a Welcoming Party



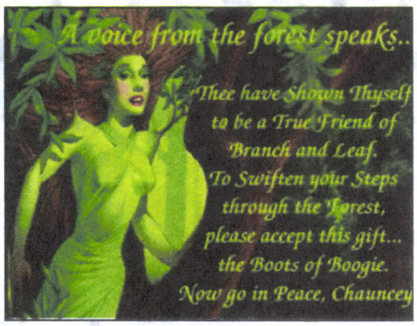
Sometimes it pays to meet the Hordlings head-on far outside the village borders – especially when the huge Juggernaut Hordlings attack.

Juggernauts



The Juggeranut Hordlings require eight whacks from Grimthwacker. A good offensive move is to swing Grimthwacker while you're facing away from them so you can run if they attack you.

Plant a Forest



A voice from the forest speaks...

Thee have Shown Thyself
to be a True Friend of
Branch and Leaf.
To Swiften your Steps
through the Forest,
please accept this gift...
the Boots of Boogie.
Now go in Peace, Chauncey

In Alburga, add 25 trees to the current forest, and Jaia the Tree Spirit will give you magic Boots.

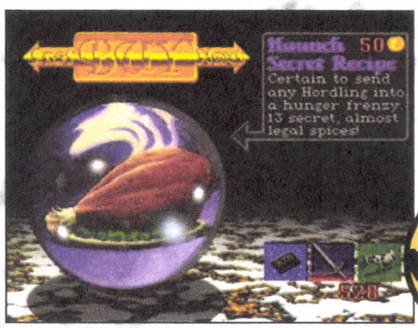
Archers Have Range

Archers are the best mercenaries because they automatically launch arrows in a 360-degree radius.

One-Track Minds

Hordlings tend to make their attacks from one direction, but they change directions each season.

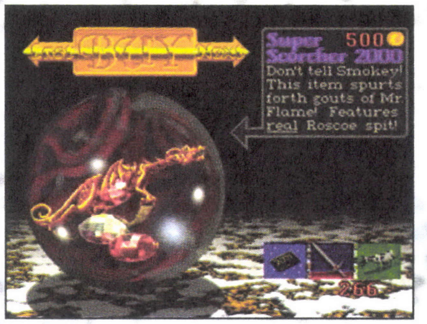
Bomb Trick



Haunch 50
Secret Recipe
Certain to send any Hordling into a hunger frenzy. 13 secret, almost legal spices!

Place meat next to Le Bombs or Knights. The Hordlings are attracted to meat. The bombs have proximity fuses, and the knights strike while the Hordlings are eating.

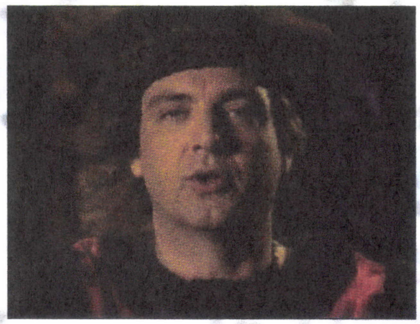
Horde Your Cash



Super 500
Scorcher 2000
Don't tell Smokey! This item spurts forth gouts of Mr. Flame! Features real Roscoe spit!

You should have cash for Archers (750) or the flamethrower (500) by the time you reach Alburga.

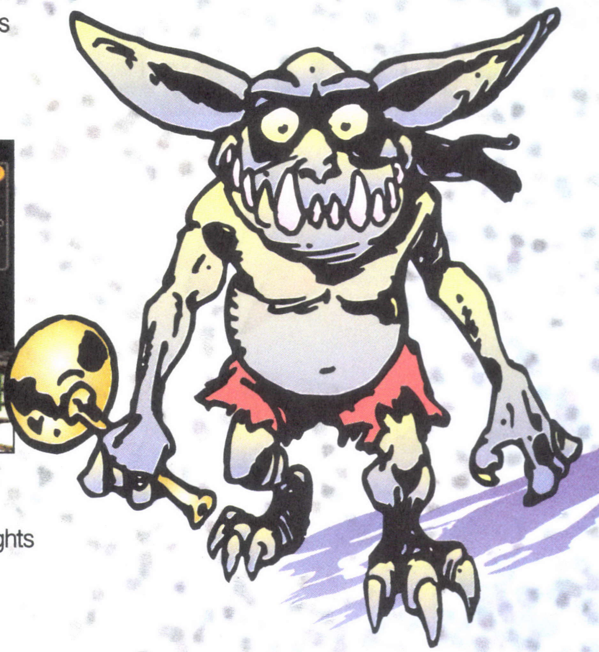
Airwaves



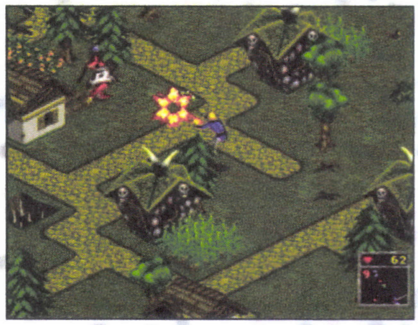
They're annoying, but listen to the High Chancellor and the goofball on FNN news. They may explain why you aren't earning as much cash as you think you should.

Froggy Treasures

In the Fetid Swamp, dig where the frogs disappear into the swamp. There's a good chance you'll find treasure!

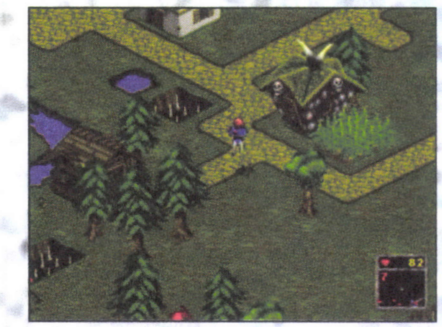


Shaman Scorchers



Watch out for Shaman Hordlings. They can fire magic bolts at you and track you down.

Extend the Radar



When your village gets large, it's best to run back and forth along the stone paths in order to expand the coverage of your Hordling radar.

GAME BOY PROTIPS

WARIO LAND™
SUPER MARIO LAND 3

Who's the Boss?

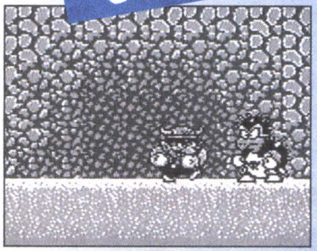
Who will you fight next in Wario Land: Super Mario Land 3? Here's a boss-by-boss rundown on the level-enders.

By Lawrence of Arcadia

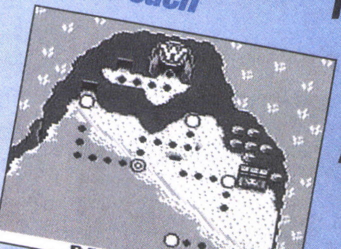
The Game Boy isn't done with the Mario series yet, and that's good news, because Wario Land is faster, more challenging, and more fun than its predecessors. Mario isn't the main attraction of this newest cart, though. It's Wario's turn to take on the action, and he pulls all the right moves! Move over, Mario. It's time to side-scroll across the bad side of the tracks.

1ST STAGE

BOSS



Rice Beach

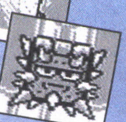


To knock off this Spiny Turtle boss, ram him if you're big Wario. If you're small Wario or you get hit, go for the turtle's stomach when it's in the air.

The Lineup

Pirate Gooms

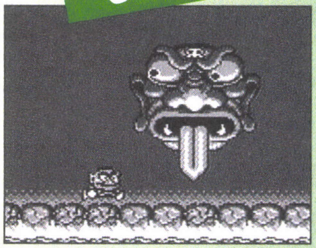
Wanderin' Gooms



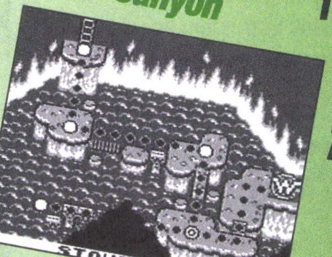
Pouncer

2ND STAGE

BOSS



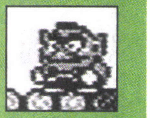
Stove Canyon



To rid yourself of this tongue-twisted terror, return fire with the rocks he spits at you. They're flaming, so wait until they hit the ground before you throw them. Three hits should do it.

The Lineup

Ball-n-Chainer

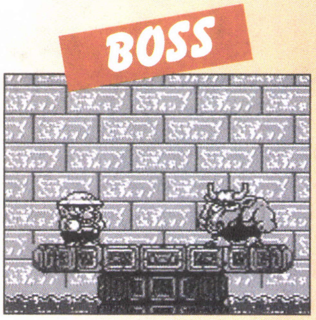


Dangerous Duck

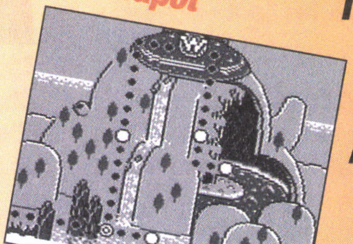
Pirate Goom

3RD STAGE

BOSS



Mt. Teapot

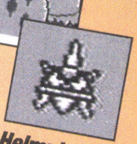


This bully of a boss has to be rammed, then lifted up and thrown into the lava. If that doesn't work, keep ramming him until he goes off the platform.

The Lineup

Pinwheel

Spiny Crab



Helmut

Wario Land: Super Mario Land 3
(By Nintendo)

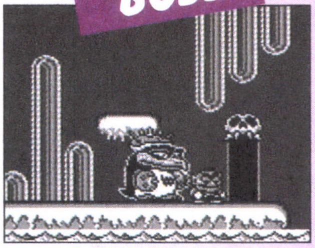
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	INT. Intermediate

$29.99
4 megs
Action/adventure
1 player

8 areas
Side view
Multi-scrolling
3 save slots

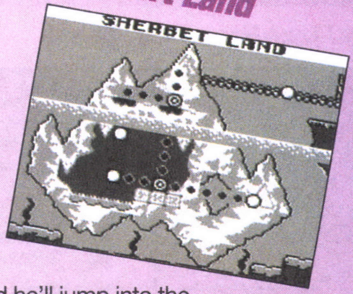
4TH STAGE

BOSS



This boss proves that looks can be deceiving. Hit him on the head once, and he'll jump into the water. When he surfaces, he'll be wearing an indestructible cap. Don't worry. Just exit the stage and you're done.

Sherbert Land



The Lineup

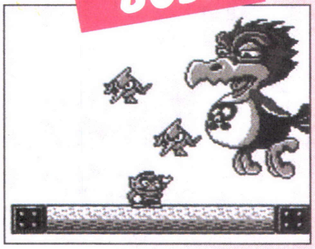
Dropper

Spiny Pines

Bucket Head

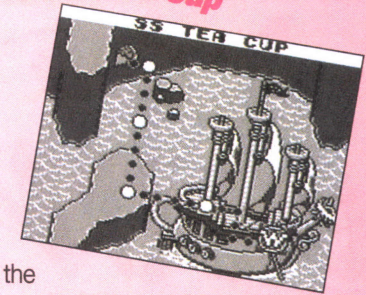
5TH STAGE

BOSS

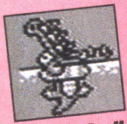


This crow has been in the crow's nest of the ship for too long! Wait until it starts to throw small birds at you, then hit the birds from underneath and throw them back. You have to hit this squawker square on the beak three times to down it.

SS Tea Cup



The Lineup

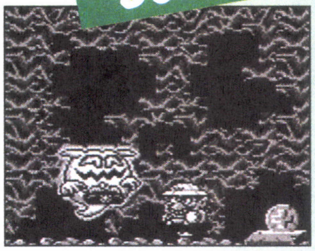

Croc-o-Smiles

Scuba Shooters

Dangerous Ducks

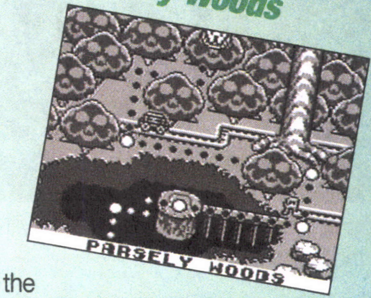
6TH STAGE

BOSS



This protoplasmic poltergeist throws spear-swinging ghosts at you. Jump on the ghosts and throw them back for the win.

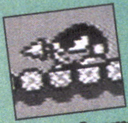
Parsley Woods



The Lineup

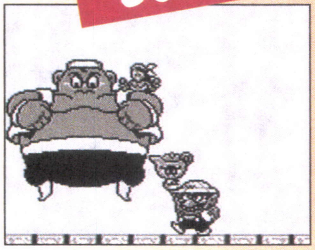
Cloudburst

Dangerous Ducks


Pirate Gooms

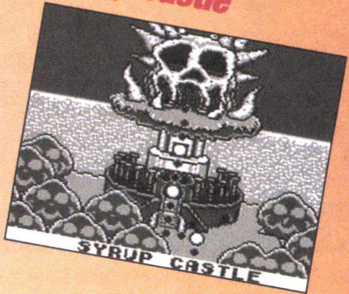
7TH STAGE

BOSS



There's one bad genie in Syrup Castle, and it's almost indestructible. Use the lamp on the floor as a weapon.

Syrup Castle



The Lineup

Spike

Bad Birds

Pirate Gooms

What's the last stage hold for Wario? Only the true Game Pros will know! And if you don't make it, don't Wario, be happy!

Disney's Aladdin

By Andromeda

Aladdin's latest video game ride is a pocket-size one. During seven levels of beginning action/adventure, everyone's favorite street rat roams the streets of Agrabah, the Cave of Wonders, and evil Jafar's palace. The game's plot follows that of the movie, and beautiful animated frames and graphics highlight the action.

Although this version of Aladdin won't challenge advanced gamers, it's an enjoyable romp. The only tricky part of the game is mastering Aladdin's creeps, jumps, and other moves on the Game Gear control pad. Once you've got that down, just sit back and enjoy this magic carpet ride.

Aladdin
(By Disney)

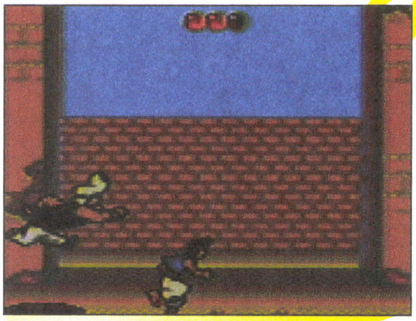
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.5	4.0	3.0	3.0	Beginner

$39.99
4 megs
Action/adventure
1 player

7 levels
Side view
Multi-scrolling
Passwords

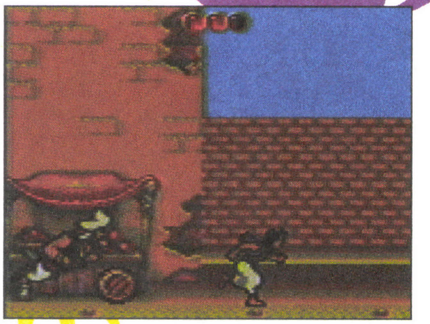
LEVEL ONE: THE MARKET

The First Step Is a Doozy



If you fall into a hole, you lose a life. It's more important to make sure you jump over the holes than to evade the barrels.

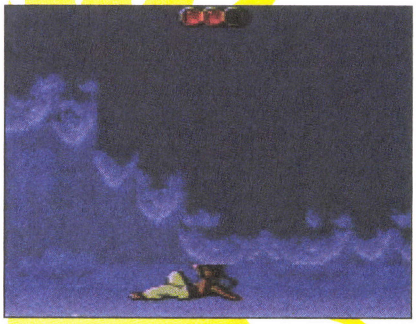
Crash



Jump over the rolling barrels, and they'll tag the guy chasing you.

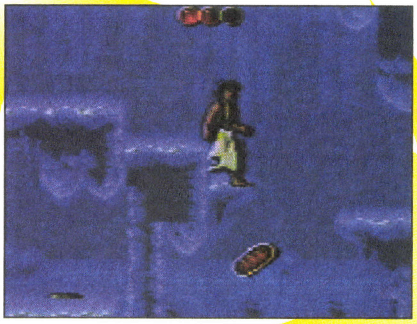
LEVEL TWO: THE DUNGEON

Slide By



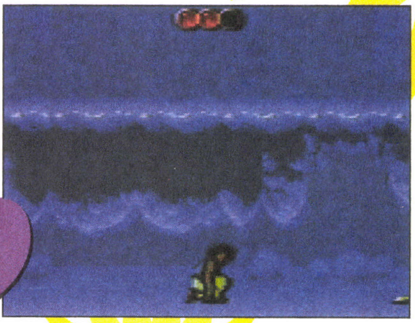
When you reach this low crawl space in the dungeon, tap Left twice on the control pad to run, and then hit Button 1 to slide.

Food Poisoning



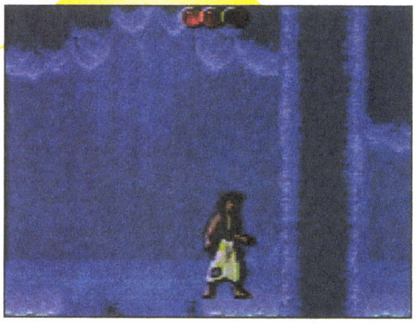
Don't grab this French Bread in the cavern. It's instant death.

Ouch!



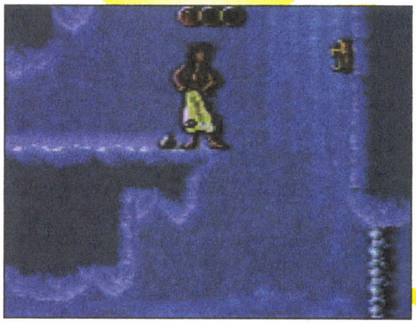
To evade the spikes, crouch and creep forward with Button 2.

Grab the Key



After the Scarab, go the bottom route to collect a Key that will open the final door, then return and go up the stairs.

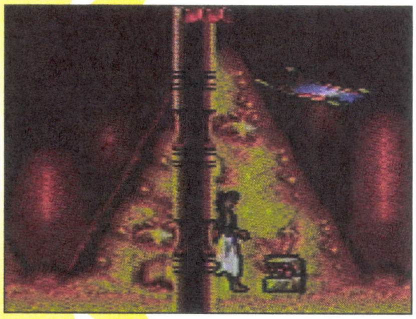
Rock Me



Pick up the rock on the upper ledge and use it to hit the tiger face, which will open the blue door.

Level Three: The Cave of Wonders

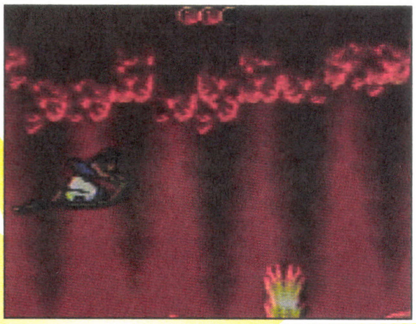
Don't Touch



Don't touch any treasure in the Cave of Wonders.

Level Four: Escape from the Cave of Wonders

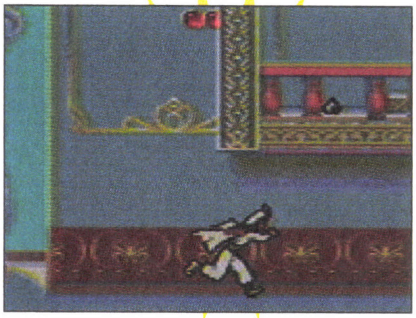
Scalded



It's easiest to cruise through the Cave of Wonders in the upper area, because the lava jets spray out of the bottom.

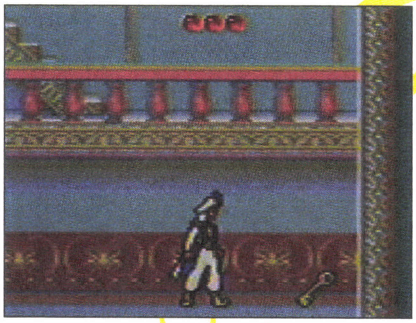
Level Five: The Palace

Run, Do Not Walk



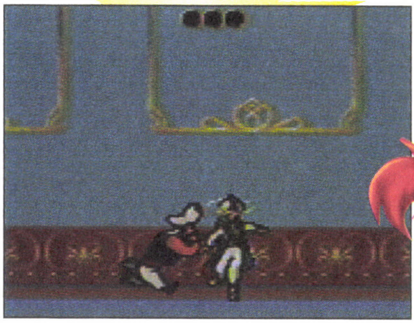
When you reach the Palace, run to the right as fast as possible to avoid being skewered by a guard.

Absent-Minded



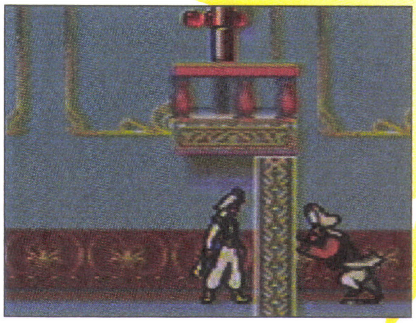
Don't forget the key on the ground level to the far right.

Attack from the Rear



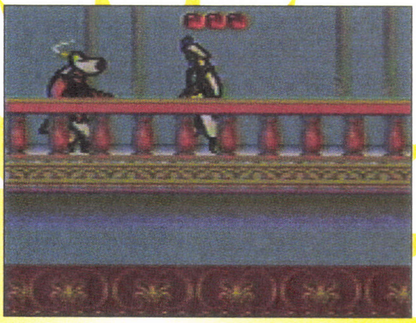
When you reach the upper level, be prepared to tag a guard who attacks you from behind.

Secrets



When you reach a door that seems to be missing a key, lure the guard close to the wall. He will step on a button that opens the door.

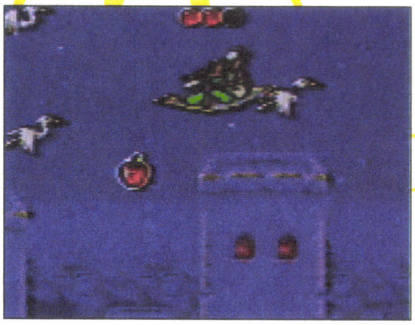
Armed and Dangerous



Grab rocks to take out guards. Hitting them only makes them dizzy, though, so run past them quickly.

Level Six: Carpet Ride

Fly Boy



Fly high above the buildings in the Carpet Ride. Hitting the birds takes a little life, but hitting a building does you in.

Enter to WIN a GAMEPRO T-Shirt!!

If you can't run with the big dogs, stay on the porch!

PROCHALLENGE BOARD

Challenge the ProScores!

When you achieve your best score on any Nintendo, SNES, Genesis, Sega CD, Duo/TurboGrafx-16, Game Boy, or Game Gear game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue of *SWATPro.* Also, in each issue of *SWATPro* a drawing will be held from all high scorers' entries, one in each area. The winners will receive a T-shirt.

For best photo results, turn out the lights in the room, use a 35mm camera with a flash, and stand at least three to four feet from the screen. You can also use a video recorder or camcorder and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

1) Players must play the game continuously.For example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks or scores that are impossible to achieve in normal play will be disqualified.
2) Secret power-ups are allowed.
3) Slow motion is discouraged, but will be allowed on certain games where our panel of judges feels slo-mo is necessary.
4) Nonscoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear only once.

Please mail in your super-score proof and print on a piece of paper your name, address, phone number, name of game, game system, and score achieved. Send your entry to:

GAMEPRO Magazine
ProChallenge Board
P.O. Box 5828
San Mateo, CA 94402

NINTENDO

Game	Player	Score
1942	Sav-E-Loy	726,050
1943	Stephen Krogman	2,927,100
720 Degrees	Conrad D. Cheslock	365,400
Abadox	Mike & Nick Aubrey	493,730
A Boy and His Blob	Jason Turka	157,015
Addams Family	Stephen Krogman	1,034,200
Adventure Island	Steve Pavlina	613,320
Alien Syndrome	Stephen Krogman	999,000
Alpha Mission	Michael Suggs	425,000
American Gladiators	Mike & Nick Aubrey	239
Anticipation	Danny Cincone	410
Arkanoid	Stephen Krogman	999,990
Bad Dudes	Danny Cincone	260,600
Balloon Fight	Tony Shivley	991,250
Bart vs. the World	Jeff Adkins	172,000
Battletoads	Chris Mamitag	999,999
Bayou Billy	Peter Boadry	218,250
Black Bass Fishing	Darren Wilkes	25.5 lbs.
Bowling	Cary Bell	240 pts
Bubble Bobble	Stephen Krogman	4,346,020
Bugs Bunny's Crazy Castle	Stephen Krogman	444,400
Bump 'n' Jump	Greg Shill	126,840
California Games/ Half Pipe	Matt McGrath	24,445
Chiller	Alex Childress	1,307,100
Contra	Dan Kennedy	6,553,500
Cybernoid	Brian Davis	61,220
Dig Dug	Stephen Krogman	250,000
Dig Dug 2	Stephen Krogman	612,500
Donkey Kong	Mike Aubrey	196,200
Donkey Kong Jr.	Michael LeJuez	438,400
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	Miles Hardison	527,760
Double Dragon II	David Wright	650,000
Dr. Mario	Stephen Krogman	9,999,800
Duck Hunt	Dwayne Julius	4,516,800
DuckTales	Jeff Adkins	30,962,000
Fist of the North Star	Stephen Krogman	3,333,300
Flying Dragon	Bobby Miller	77,748
Galaga	Michael Valenzuela	999,300
Gauntlet	Paul M. Davis	3,999
Gauntlet II	Stephen Krogman	99,990
Godzilla	Paulo Wageck	10,256,680
Golf	Stephen Dent	18 under par
Gradius	Scott Lindsey	3,652,000
Gyromite	Steve Menton	727,240
Hogan's Alley	Steven Faust	983,500
Hollywood Squares	Ed Cavenaugh	20,450
Home Alone	Peter Boadry	136,390
Ice Climber	Steven Faust	428,980
Ironsword	Jeff Adkins	12,294,213
Iron Tank	Ed Van-Tilburg	1,180,900
Jackal	Stephen Krogman	999,980
Jaws	Mike & Nick Aubrey	20,730
John Elway's Quarterback	Nicholas Malandrakis	109-0
Joust	Tony Grouzis	124,880
Karate Champ	Adam Albert	999,900
Karate Kid	Peter Boadry	557,200
Kickle Cubicle	Stephen Krogman	11,111,100
Kid Icarus	Mason Sheffield	9,999,999
Kid Niki	Sam Wu	557,700
Klax	Stephen Krogman	14,370,950
Kung Fu	Mike & Nick Aubrey	28,200
Kung Fu Heroes	Stephen Krogman	11,059,200
Kung Fu Master	E. Charbonneau	580,210
Last Battle	James O'Brien	133,000
Legend of Kage	Marques Olivera	7,136,940
Legendary Wings	Conrad Cheslock	2,568,600
Life Force	Stephen Krogman	1,999,940
Little Mermaid	Peter Boadry	44,500
Mach Riders	Steve Menton	448,860
Marble Madness	James Chisholm	153,600
Mario Brothers	Danny Cincone	560,230
Mighty Bomb Jack	Jeff Adkins	16,428,260
Millipede	Danny Cincone	999,954
Monster Party	Nicholas Rohrbaugh	209,800
Ms. Pac Man	Stephen Krogman	495,630
NARC	Darrin Blazak	1,236,000
Operation Wolf	Chris Spencer	1,172,800
Pac-Man	Stephen Krogman	777,770
Palamedes	Stephen Krogman	719,900
Paperboy	Glenn Stockwell	191,300
Pinball	Stephen Krogman	999,790
Pinbot	Stephen Krogman	99,774,930
Pipe Dream	Dan Schillinger	1,986,650
Popeye	Peter Boardry	74,060
P.O.W.	Peter Boadry	366,400
R.C. Pro Am	Ricardo Rodrigues	323,393
Rad Racer	Stephen Krogman	66,124
Rampage	Stephen Krogman	42,999,963
Renegade	Robert Kazimer	281,200
Roadblasters	Shawn McTaggart	993,727
RoboCop	Stephen Krogman	666,666
Robo Warrior	Stephen Krogman	9,999,900
Rock 'n' Ball	R. Wayne Nitta	99,252,030
Rollerball	Fred Stallis	9,809,230
Rollergames	Peter Boardry	64,500
Rolling Thunder	Stephen Krogman	999,900
Rush 'n' Attack	John Orr	1,182,600
Section Z	John J. Whittington	440,580
Shinobi	Justin Lee	800,300
Shooting Range Party Game	Ray Venosdale	99,990
Silver Surfer	Peter Boadry	797,250

NINTENDO (cont.)

Game	Player	Score
The Simpsons: Bart vs. The Space Mutants	Christopher Wall	97,350
Skate or Die	Teddy Meadows	127,300
Sky Kid	Todd A.Barber	367,500
Sky Shark	Bob Ostrovecky	874,700
Snow Brothers	Stephen Krogman	1,331,100
Solomon's Key	Jeff Adkins	17,095,550
Spelunker	Jeff Adkins	9,999,820
Squoon	Glen Stockwell	12,012,210
Star Force	Jonathan Henry	6,443,900
Star Soldier	Keyy McKenzie	6,090,000
Star Tropics	Chris Wall	85,710
Stinger	John Whittington	3,318,800
Super Pitfall	Glenn Stockwell	9,999,500
Super Sprint	Matthew Rutter	276,550
Tetris	Chad Okuno	599,023
Teenage Mutant Ninja Turtles III	Peter Boardry	198,200
Tiger Heli	Blair Tuck	381,310
Time Lord	Jimbo Lathers	3,039,880
TMNT: The Arcade Game	Enrique Gonzalez	1,578
Toobin'	John Cicpiela	1,586,350
Top Gun	Wayne James	91,600
Total Recall	Brian Stark	999,810
Town & Country Surf Design	Ricardo Rodrigues	309,390
Track and Field	Miles Hardison	1,193,099
Trojan	Rex Cottingham	456,150
Twin Cobra	Stephen Krogman	671,560
Vice Project Doom	Timothy Markle	Finished
Werewolf	Edouard Charbonneau	999,900
Wings	Conrad D. Cheslock	1,016,000
Wizards & Warriors II: Ironsword	Stephen Krogman	11,000,394
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900
Yoshi	Robert Trammel	2,135
Zanac	Dave Hanych	36,783,810

GENESIS

Game	Player	Score
After Burner 2	Tony Constantini	18,773,400
Air Diver	J. Zaremba	93,352,000
Alien 3	Long Spencer	7,111,000
Altered Beast	Ken Pescatore	11,655,100
Arnold Palmer Golf	E. Holowachuk	37 under Par
Arrow Flash	James Geiger	854,520
Back to the Future 3	Danny Cincone	3,600
Buck Rogers	Long Spencer	Finished
Buster Douglas Knockout Boxing	Shea Lamb	22,250,080
Columns	Heath Dalton	99,999,999
Cool Spot	Matt Frisu	178,820
Crüe Ball	Justin Fisher	91,324,400
Desert Strike	James Geiger	3,216,400
Dick Tracy	Amy Vandale	144,090
Disney's Aladdin	Chris Wall	Finished
DJ Boy	Carlo Hizon	1,836,100
Double Dragon	Peter Boadry	56,810
Fatal Rewind	Long Spencer	2,272,800
Fire Shark	Long Spencer	4,073,820
Gadget Twins	Jason Pickett	37,625
Gaiares	James Geiger	1,441,975
Ghostbusters	Parrish Spinoso	12,371,000
Hard Drivin'	Richard Defino	1:14:80
Home Alone	Marc Paulus	87,200
Home Alone 2	Tony Constantini	203,050
James Pond II	Bill Copeland	13,964,700
Jungle Strike	Vincent Chelini	14,987,500
Klax	Roger Gray	3,569,815
Kung Fu	Paul Botner	294,130
Mercs	James Geiger	1,944,800
Mickey Mouse: Castle of Illusion	Brian Schulze	136,300
Moonwalker	The Nintendo Hater	569,400
Mortal Kombat	Blade B.	19,314,000
Ms. Pacman	Tony Constantini	165,070
Outrun	Tony Constantini	11,905,880
Pac-Mania	Long Spencer	1,206,130
Phelios	S. Krogman	99,999,990
Predator 2	Long Spencer	2,273,030
Pit-Fighter	Brian DoBauki	1,827,380
Revenge of Shinobi	Carl Rizzo	8,285,900
Shadow Dancer	Stephen Krogman	99,999,990
Shining Force	Shawn McGraw	Finished
Sonic Spinball	Sara Hammond	124,335,892
Sonic the Hedgehog	Zachary Boyles	1,214,280
Space Harrier II	Nils Thingvall	31,756,300
Spiderman vs. the Kingpin	Long Spencer	157,150
Steel Empire	Long Spencer	3,720,500
Stormlord	Steve Krogman	999,990
Streets of Rage 2	John Moosreiner	560,250
Street Fighter II: Special Champion Edition	Tony Constantini	794,305
Strider	Teddy Meadows	327,650
Sunset Riders	Ryan Herlocker	455,100
Super Hang On	André St. Laurent	75,386,620
Super Thunder Blade	Brian Young	11,789,400
Techno Cop	Parrish Spinosa	756,000
The Terminator	Long Spencer	155,870
TMNT: The Hyperstone Heist	Nick Zimmerman	1,012
Thunder Force II	Kellin Winslow	5,088,210
Thunder Force III	Kellin Winslow	6,706,050
Truxton	Zubair Nadem	2,255,330
Warrior of Rome	Shawn McGraw	Finished
Whip Rush	Parrish Spinosa	348,500
Wings of Wor	Stephen Krogman	752,970
X-Men	Long Spencer	Finished

SEGA CD

Game	Player	Score
Ecco CD	Alec Schram	Finished
Final Fight CD	Nathan Holt	1,645,154
Time Gal	Adam Dubicki	1,493,000

SUPER NINTENDO

Game	Player	Score
Alien 3	Peter Boadry	259,390
Contra III	Jeff Adkins	9,999,999
Darius Twin	Edouard Charbonneau	4,303,300
Disney's Aladdin	Chris Wall	Finished
Final Fight	Jeff Adkins	4,412,593
Final Fight 2	Jeff Adkins	5,098,506
Pit-Fighter	Carlton Barnes	1,777,510
Pocky and Rocky	Chris Wall	Finished
Q*Bert	Stephen Krogman	999,999
Rocketeer	Mark Lund	396,325
Run Saber	Chris Wall	426,500
Secret of Mana	Shawn McGraw	Finished
SimAnt	Tim Schinkle	Finished
Spiderman X-Men: Arcade's Revenge	Long Spencer	2,819,970
Star Fox	Matthew Hlavacek	59,100
Street Fighter II Turbo	Long Spencer	1,047,042
Super Adventure Island	Stephen Krogman	99,999,950
Super Black Bass Fishing	Jeff Thames	13 lbs., 11oz.
Super Bomberman	Chris Wall	Finished
Super Buster Brothers	Stephen Krogman	999,999
Super Contra	Jon Andrae	178,740
Super Mario All-Stars	Long Spencer	2,516,350
Super Smash T.V.	Rick Weis	79,896,440
Super Star Wars	Annette Rich	436,983
Teenage Mutant Ninja Turtles IV	James Panetti	1,421
Thunder Spirits	Alfred Rasmussen	777,350
U.N. Squadron	David Graves	658,500

DUO/TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Marshall Kwok	99,999,999
Bloody Wolf	Ken Shulin	2,348,300
Bonk's Revenge	Daniel Delavera	620,900
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Fantasy Zone	Jonathon Hall	25,813,800
Fighting Street	Michael Campana	264,400
J.J. & Jeff	C. Camera	10,175,650
Klax	Mark Naruse	9,270,130
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Ninja Spirit	Jason Wong	64,617,300
Pac Land	Daniel Delavera	2,641,810
Side Arms	Chris Nygaard	867,000
Splatterhouse	Rick Salverson	228,600
Veigues: Tactical Gladiator	Michael Campana	9,788,300

GAME BOY

Game	Player	Score
Alleyway	Darsi Rash	10,322
Paperboy	Kevin Adams	28,450
Raging Fighter	Matt Sorensen	1,769,000
Revenge of the Gator	R. Middleton	4,491,960
Tetris	Brad Davenport	623,205

GAME GEAR

Game	Player	Score
Sonic the Hedgehog	Kyle Trush	78,200

Send us your GAME GEAR super scores!

This month's winner is Stephen Krogman

THE PROS' CHALLENGE

The mysterious hidden character from the all-new Super SF II Turbo heads up our action-packed lineup of gaming challenges this month. Remember, you must defeat Sheng Long, er, Akuma to stand a chance.

1) Take a photograph or videotape (VHS format only) of you completing the challenge and mail it to us at:

The Pros' Challenge, July '94
P.O. Box 5828
San Mateo, CA 94402

Please write the game name, game system, and challenge number on the envelope.

2) No Game Genie codes or Pro Action Replay codes allowed!

3) Pad tricks are allowed.

4) All controllers are allowed, including rapid-fire and slow-motion.

5) Photographs and videotapes cannot be returned.

6) In every contest, the first correct submission to arrive will receive the First Prize. The second through sixth correct submissions will receive Runner-Up Prizes. All other submissions will be entered in the Bonus Prize drawing.

7) Winners will be listed in this section of *SWATPro.*

8) Optional: Please include a color photograph of yourself, a brief description of what games you like to play, and your secret tips for getting high scores.

P.S. If you have a Challenge you'd like to pose to other *SWATPro* readers, send it to our regular address and mark it "The Player's Challenge – Submissions." If we use your submission, you'll get a T-shirt!

Challenge #16

Super Street Fighter II Turbo (Arcade)

Can You Find the Mysterious Akuma?

Akuma is the hidden boss character who appears at the end of Super Street Fighter II Turbo in place of M. Bison, but the big mystery on everyone's mind is...how do you find him? Send in a written description of exactly how to get to Akuma. There are several different ways to reach the man, so the first six entries to correctly describe each method of reaching him will win prizes. Photographs and/or videotapes are optional; just be very clear with your written description!

The Prizes

Grand Prize (one per method): A hot-off-the-manufacturing-line copy of Super Street Fighter II for the SNES or Genesis (your choice).
Runners-Up (five per method): Slick Super Turbo T-shirts featuring Akuma on the back!

Special Bonus Prize:

An Awesome Game Library!

Even if you don't win the first time around, don't despair! We save all entries received for a huge grand prize drawing at the end of the year. The winner gets copies of all the games featured in this contest! (Except arcade games.)

Challenge #17

Virtua Racing (Genesis)

Can You Complete an Expert Lap in Under 49 Seconds?

Virtua Racing is off and burnin' up the track on the Genesis. If you've mastered the sharp turns on the Expert track, you can really score big in this tire-squealin' contest. Finish a lap in under 49 seconds and provide photographic or videotaped evidence.

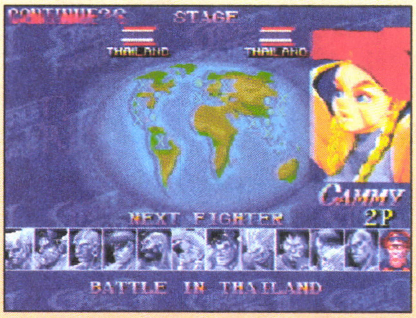
V.R.
Virtua
Racing
TM

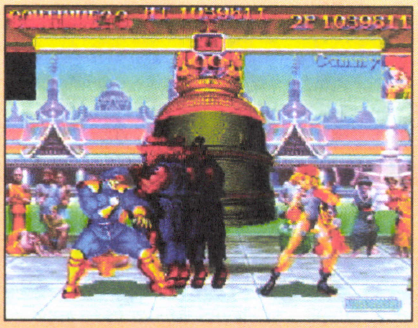
Take the fast track to glory in Virtua Racing's Expert mode.

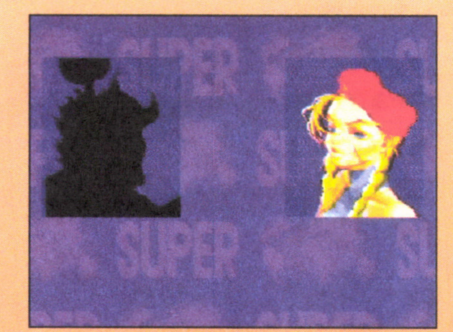
The Prizes

Grand Prize: Get your gloves on three hot Sega Sports games: World Series Baseball, NBA Action '94, and World Cup Championship 2.
Runners-Up: Take home a great Virtua Racing polo shirt.

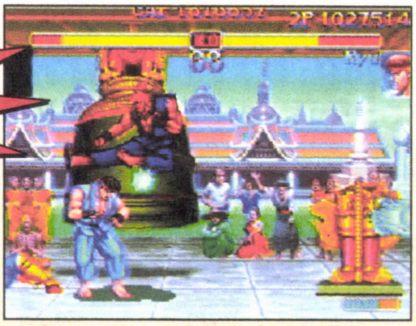
MEET AKUMA!

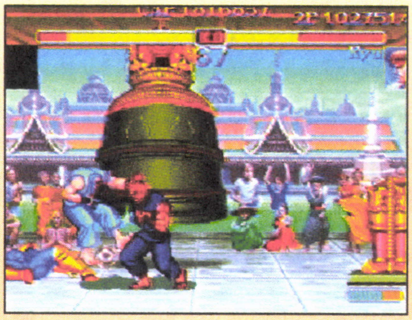

CONTINUE?? STAGE
THAILAND
THAILAND
CAMMY
2P
NEXT FIGHTER
BATTLE IN THAILAND

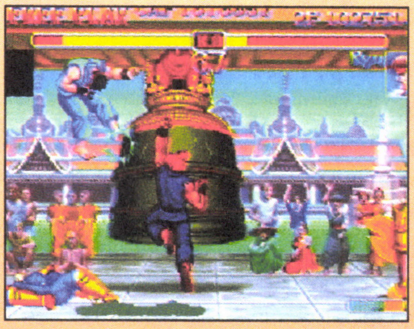

2P 1039811
Cammy



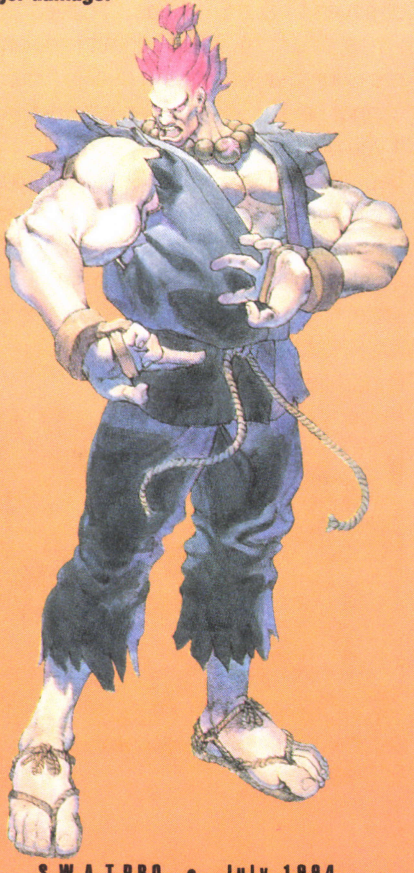
Akuma's the hidden boss who takes out Bison and fights you in Thailand. How do you make him appear?

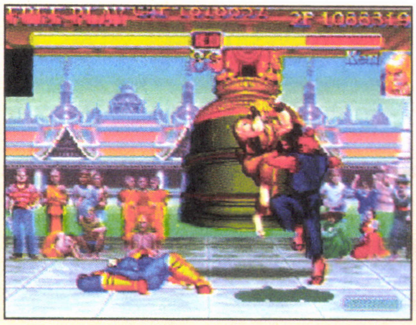

2P 1027514
Ryu

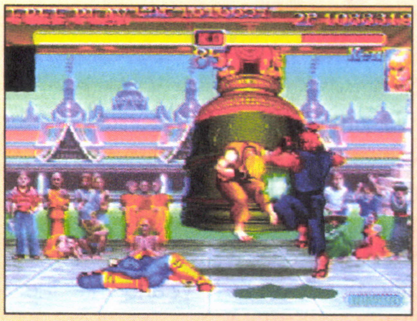

2P 1027517
Ryu

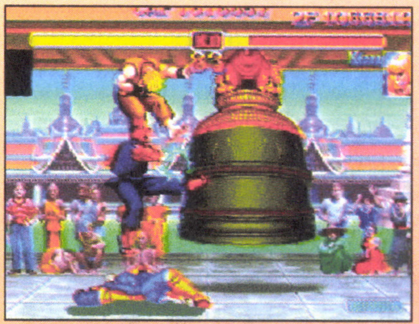

FREE PLAY
Ryu

Akuma's Uppercut can juggle you for some major damage!

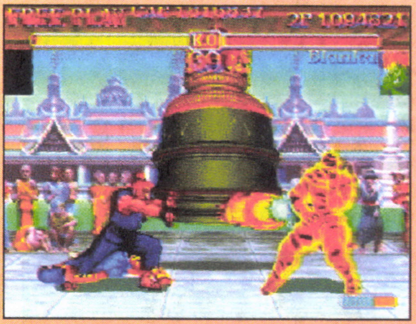


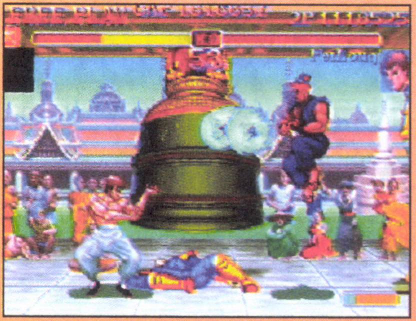

FREE PLAY
2P 1088319
Ken


FREE PLAY
2P 1088319
Ken


2P 1088819
Ken

Watch out for Akuma's Hurricane Kick – it can also keep you up in the air.


FREE PLAY
2P 1094821
Blanka


FREE PLAY
Fei Long

Akuma combines red, blue, and air Fireballs to give you a splitting headache!

THE WINNERS

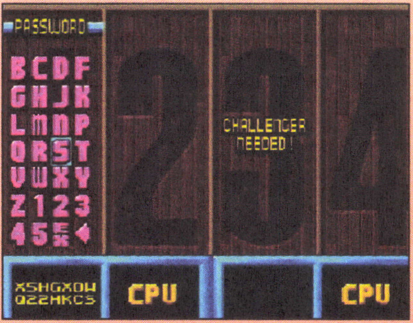
NBA Jam (SNES and Genesis)

Can You Play a Perfect Season?

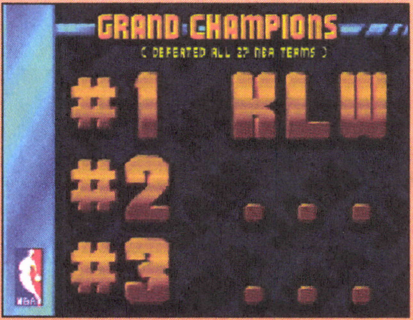
Absolutely! K. Witkowski of Westlake, Ohio, jammed, slammed, dunked, skunked, and swooshed his way to a perfect 27-0 season. Actually, he went a little overboard and scored a 29-0 record. To access K's records, simply enter your initials as KLW and enter the following password:

X5HGXDW
Q22HKCS

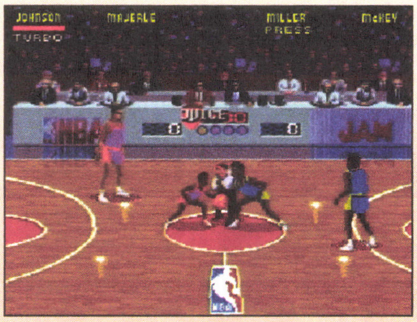
Although you won't get to see the trophy ceremony (you gotta do it yourself, pal), if you enter the password, you'll get the increased challenge of Juice mode! Go for it!


PASSWORD
BCDF
GHJK
LMNP
QRST
VWXY
Z123
45
CHALLENGER NEEDED!
X5HGXDW
Q22HKCS
CPU
CPU

Be sure to enter the correct initials and password to make the trick work.


GRAND CHAMPIONS
(DEFEATED ALL 27 NBA TEAMS)
#1 KLW
#2 . . .
#3 . . .

Look, Ma, an undefeated season! Boomshakalaka!


JOHNSON
TURBO
MAJERLE
MILLER
PRESS
MCKEY
JUICE
NBA
JAM

You'll be heatin' up in Juice mode where everything's faster.

Sonic the Hedgehog 3 (Genesis)

Can You Become the Golden Sonic?

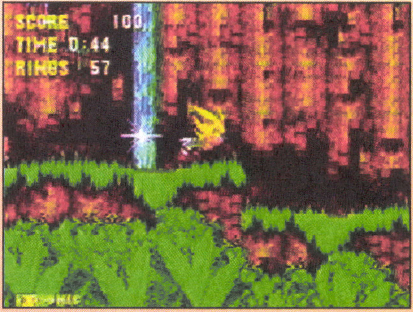
Okay, Super Sonic warriors, the entries are in, the tapes are recorded, and we have a winner. Philip Luke, a junior at El Dorado High School in Fullerton, California, spin-dashed his way to the secret of the Golden Sonic. Philip states that you must do the following things: 1) Collect all seven Chaos Emeralds, 2) Collect 50 Rings, and then 3) Jump into the air and press jump again while in midair. (You cannot have a Shield when you try this.) If you do the trick correctly you will become the Golden, or "Super," Sonic. While Super, you are invincible, but your Ring collection acts as a timer, so you must keep collecting Rings to stay in this state. Philip adds that his favorite games are RPGs such as Final Fantasy V, an import from Japan.

SCORE 100
PLAY
0:01:00

Get all seven Chaos Emeralds and collect 50 Rings.

SCORE 100
TIME 0:26
RINGS 50

When you don't have a Shield, quickly tap Jump twice.


SCORE 100
TIME 0:44
RINGS 57

You're Golden and invincible, but keep your Ring supply high!

The Winners! A Recap

March '94

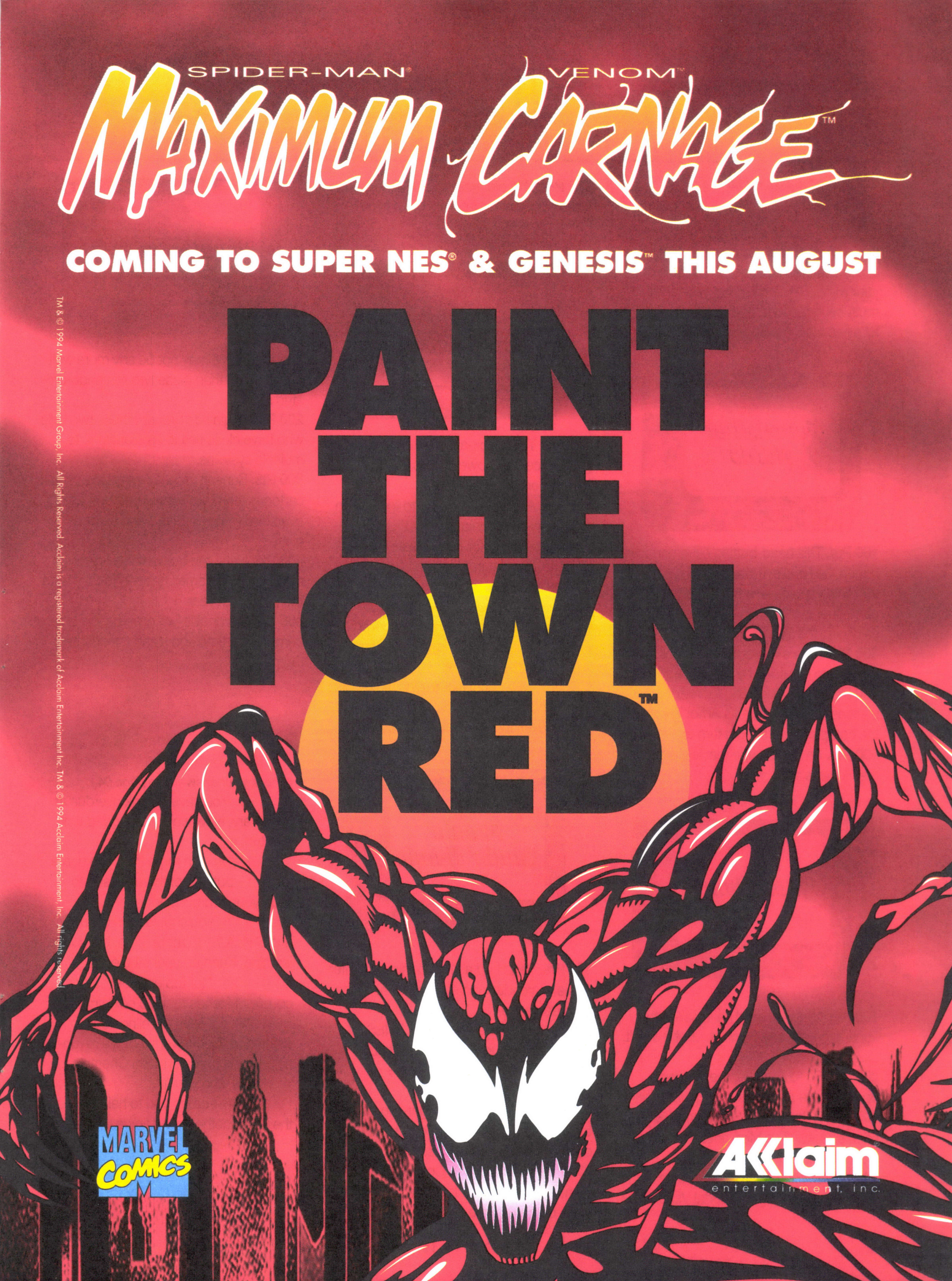
NBA Jam (SNES): Can You Play a Perfect Season?

Grand Prize
K. Witkowski, Westlake, OH

Runners-Up
Wayne de Freitas, Richmond Hill, Ontario
Joe Chan, Mississauga, Ontario
Chad Bryan, Brantley, AL
Rey Casto Buzon, Pittsburg, CA
Mario Martinez, El Paso, TX

Sonic the Hedgehog 3 (Genesis): Can You Become the Golden Sonic?

Grand Prize
Philip Luke, Fullerton, CA


SPIDER-MAN® VENOM™
MAXIMUM CARNAGE™
COMING TO SUPER NES® & GENESIS™ THIS AUGUST
PAINT THE TOWN RED™
MARVEL COMICS
Acclaim entertainment, inc.

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VIDEO IQ

YOUR MIND IS IN JEOPARDY

By Dr. Demo

Your height and weight are good, and you scored okay on the eye chart. Now I'm going to test your ability to pull facts out of the depths of your mind. Remember that your answers must be in the form of a question. Now let's see what you're really made of!

Four-Letter Words

100 Pts. This head-butting caveman was hot on the NEC's TurboGrafx-16.
200 Pts. Flipping tiles were featured in a game that started in the arcades but made its way to the TG-16 and Lynx.
300 Pts. Here's a Brazilian soccer star brought to cartridge by Accolade.
400 Pts. If you're looking for historical simulations, like Nobunaga's Ambition, this is the company you should turn to.
500 Pts. An arcade ape that leaped onto the Genesis and Lynx.

Synon-Names

100 Pts. Midway could have called this fighting game Fatal Konflict...but it didn't, okay?
200 Pts. Road Rumbler the Second doesn't have the same ring, do you think?
300 Pts. Released on SNES and Genesis, I don't believe The Misplaced Norsemen would have sold as well.
400 Pts. Sega made a good choice not to release this game as Immortal Victors.
500 Pts. This old arcade and NES helicopter shooter might have been titled Pair o' Snakes.

Atari's Oldies but Goodies

100 Pts. This black-and-white paddle game recently showed up as a challenge in Mortal Kombat II.
200 Pts. A wireframe view into the screen made this game unique, and it's been recently updated for the Jaguar.
300 Pts. Simple graphics and a thumping bass beat helped make this early space shooter a success.
400 Pts. Hot tank action and a cool arcade cabinet spiced up the simple wireframe, first-person perspective.
500 Pts. With translations released on disc by Electronic Arts and on NES cart by Milton Bradley, this game really rolled along.

Flamin' Gamin' Namin'

100 Pts. Sega had a hit with this jet-fighter battle in arcades and early on in the Genesis's existence.
200 Pts. Enix brought out this SNES follow-up to the successful Act Raiser.
300 Pts. Dynamix recently hit the battlefield with this Sega CD.
400 Pts. You have to be a gaming veteran to remember this futuristic contest by Epyx on old Atari game systems.
500 Pts. Camerica and Codemasters had some success with this unlicensed NES flying combat game.

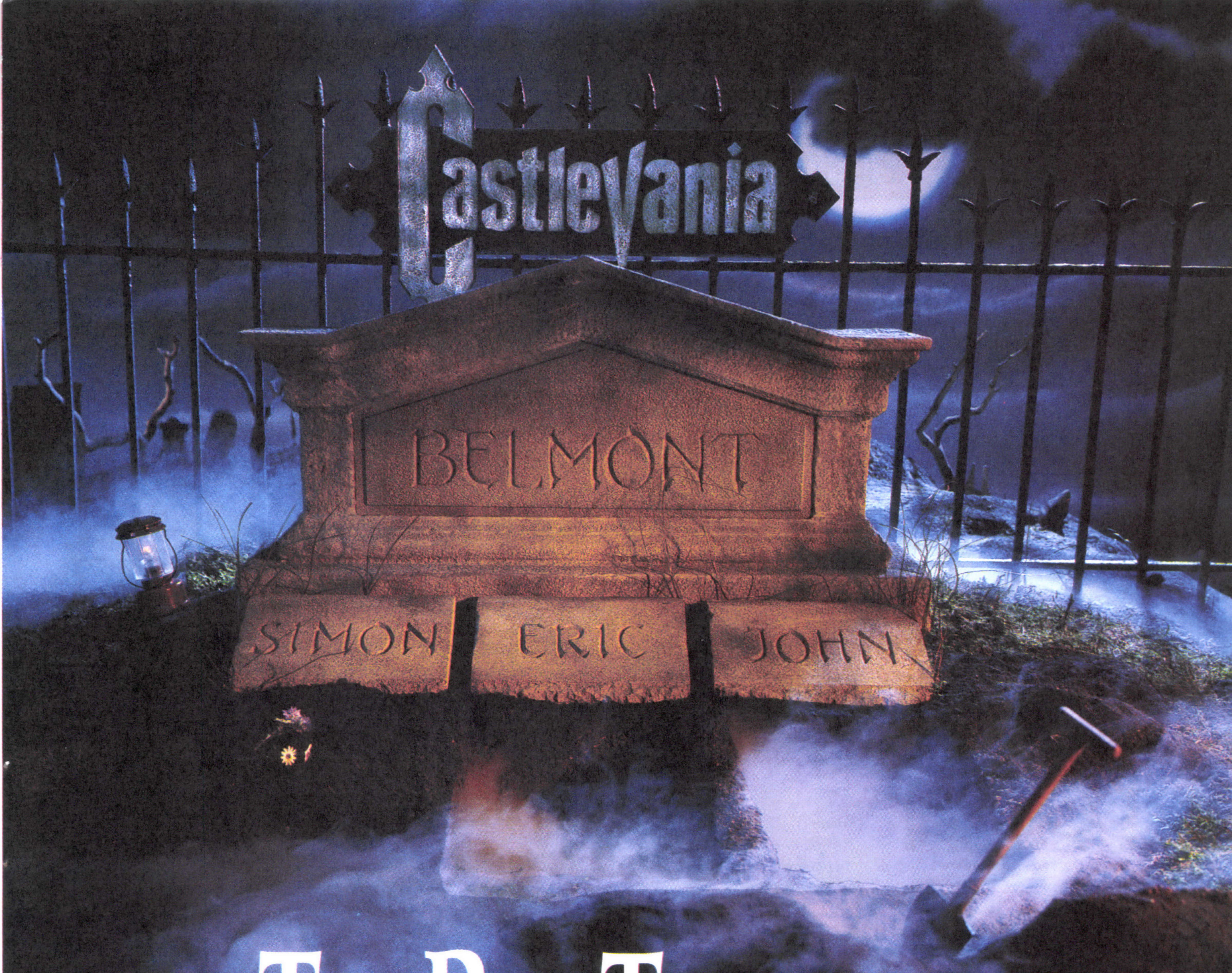
Popular Pairs

100 Pts. There may not be any more well-known team than these two Nintendo-created siblings.
200 Pts. Virgin has brought these two lads, who have close ties to McDonald's, to multiple systems.
300 Pts. Sunsoft recently introduced this cartoony team, consisting of a boy and an oversized feline, to SNES and Genesis players.
400 Pts. Natsume brought this fighting couple whose names happen to rhyme, to the SNES last year.
500 Pts. Psygnosis just gave us this tandem a short time ago – and their names rhyme, too!

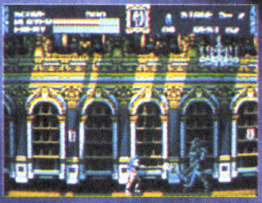
Measure Your Success

(Check your answers on page 94.)

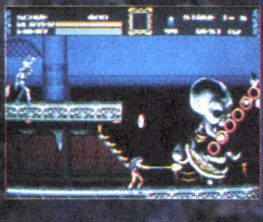
0 or less: You have a book overdue at the library. Now would be a good time to return it.
1–1500: You own more than one game system – but one of them is used to prop your bedroom door open.
1501–3000: You should read *GamePro* and *S.W.A.T.Pro* more often, but you're learning. Keep up your studies.
3001– 4500: Not too darn bad! Call a couple of friends for help next time.
4501– 6000: I have a feeling you peeked at the answers, but we're running on the honor system. Cheaters, you know who you are!
6001–7500: I called you to help me put the test together – and I owe you lunch!

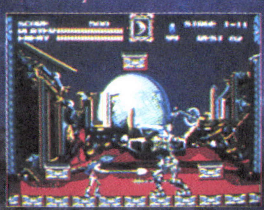


The Plot Thickens.



Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.





SEGA
GENESIS
KONAMI
Castlevania
BLOODLINES
GA

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KONAMI®

GAMEPRO BUYER'S GUIDE

PICKS 'N' PANS FROM THE GAMEPROS

GENESIS

Asterix and The Great Rescue by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.0	4.0	ADJ. Adjustable

$59.99
16 megs
Puzzle action/adventure
1 player

Side-view
Multi-scrolling
Passwords
Sega rating: GA, General Audiences

Bubble and Squeak by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	ADJ. Adjustable

$45.99
4 megs
Puzzler
1 player

46 levels
Side view
Multi-scrolling
Passwords

Grindstormer by Tengen

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	ADJ. Adjustable

$39.95
8 megs
Shooter
1 player
6 levels

Overhead view
Downward-scrolling
Sega rating: GA, General Audiences

Mutant League Hockey by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT. Intermediate

$59.95
16 megs
Action/hockey
4 players (using 4 Way Play)
Overhead view

Multi-scrolling
Passwords
Sega rating: MA-13, Mature Audiences over 13

NBA Showdown '94 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	4.0	ADJ. Adjustable

$59.95
16 megs
Basketball
4 players (using 4 Way Play)

Side view
Multi-scrolling
Battery backup
Sega rating: GA, General Audiences

Pebble Beach Golf Links by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	INT. Intermediate

$49.99
16 megs
Golf
4 players

Multiple views
Battery backup
Sega rating: GA, General Audiences

PGA European Tour by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	5.0	ADV. Advanced

$59.99
8 megs
Golf
4 players
5 courses

Multiple views
Battery backup
Sega rating: GA, General Audiences

The Pirates of Dark Water by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	5.0	4.5	INT. Intermediate

$64.99
16 megs
Hack-n-slash
1 player
8 stages

Side view
Multi-scrolling
Passwords
Sega rating: GA, General Audiences

Prince of Persia by Tengen

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	ADV. Advanced

$59.95
8 megs
Action/adventure
1 player

14 levels
Multi-scrolling
Passwords

RBI Baseball '94 by Tengen

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	INT. Intermediate

$64.95
16 megs
Baseball
2 players

Multiple views
Passwords
Sega rating: GA, General Audiences

BEST BET

Skitchin' by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	INT. Intermediate

$59.95
16 megs
Roller blading
2 players

12 levels
Behind-the-racer view
Forward-scrolling
Passwords

Sub Terrania by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	ADJ. Adjustable

$54.99
16 megs
Shooter
1 players
9 levels

Side view
Multi-scrolling
Passwords
Sega rating: GA, General Audiences

Tecmo Super Bowl by Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	4.0	INT. Intermediate

$49.99
8 megs
Football

2 players
¾-overhead view
Battery backup

World Series Baseball by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	ADJ. Adjustable

$59.99
16 megs
Baseball
2 players

Multiple views
Save feature
Sega rating: GA, General Audiences

SEGA CD

Dracula Unleashed by Viacom New Media

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

Price not available
CD
Graphic adventure
1 player

Multiple views
Multi-scrolling
5 location saves

Dragon's Lair by ReadySoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	INT. Intermediate

$59.99
CD
Action/adventure
1 player

26 rooms
Varying views
Unlimited continues

Jurassic Park by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	5.0	INT. Intermediate

Price not available
Action/adventure
1 player

First-person perspective
1 game save

Mad Dog McCree by American Laser Games

Graphics	Sound	Control	FunFactor	Challenge
3.5	5.0	5.0	5.0	INT. Intermediate

$54.99
CD
Shoot-em-up
2 players

5 stages
First-person view
Forward-scrolling

Microcosm by Psygnosis

Graphics	Sound	Control	FunFactor	Challenge
3.0	5.0	4.0	3.0	ADV. Advanced

Price not available
CD
Shooter
1 player

5 levels
Behind-the-ship view
Multi-scrolling
Passwords

BEST BET

NHL Hockey '94 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$59.95
CD
Hockey
4 players (using 4 Way Play

¾-overhead view
Multi-scrolling
Battery backup
Sega rating: GA, General Audiences

Prize Fighter by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	INT. Intermediate

$59.95
CD
Boxing
1 player

4 matches
First-person view
Passwords

Puggsy by Psygnosis

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	4.0	3.5	BEG. Beginner

Price not available
CD
Action
1 player

17 lands
Side view
Multi-scrolling
Passwords

Rebel Assault by JVC

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	2.5	3.5	ADJ. Adjustable

Price not available
CD
Shooter
1 player

15 missions
Cockpit and overhead view
Passwords

BEST BET

Tomcat Alley by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$59.99
CD
Combat flight sim
1 player

Multiple views
Multi-scrolling
Unlimited continues

Hardball III by Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	3.5	ADJ. Adjustable

$69.95
16 megs
Baseball

2 players
Multiple views
Save feature

Joe & Mac 2: Lost in the Tropics by Data East

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	BEG. Beginner

$54.95
8 megs
Action/adventure
2 players

7 levels
Side view
Multi-scrolling
Passwords

King of Dragons by Capcom

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	2.5	ADJ. Adjustable

$45.95
12 megs
Hack-n-slash
2 players

12 levels
Side view
Side-scrolling

Lethal Enforcers by Konami

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	ADJ. Adjustable

Price not available
12 megs
Shoot-em-up
2 players

5 levels
First-person view
Side-scrolling
Passwords

Liberty or Death by Koei

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADV. Advanced

$72.95
12 megs
Historical strategy

2 players
Battery backup

Mega Man Soccer by Capcom

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	2.5	2.5	BEG. Beginner

Price not available
12 megs
Sports
2 player

12 fields
Angled overhead view
Passwords

Metal Combat – Falcon's Revenge by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.5	INT. Intermediate

$49.95
16 megs
Shooter
2 players (1 Super Scope required)

13 stages
First-person view
Battery backup

MLBPA Baseball by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	4.0	ADJ. Adjustable

$59.95
8 megs
Baseball

2 players
Multiple views
Save feature

The Ninja Warriors by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

Price not available
12 megs
Beat-em-up
1 player

8 stages
Side view
Multi-scrolling
Unlimited continues

Pirates of Dark Water by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	2.5	ADJ. Adjustable

$59.99
8 megs
Hack-n-slash
2 players

8 levels
Side view
Side-scrolling

Rocko's Modern Life by Viacom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	ADJ. Adjustable

$59.99
12 megs
Puzzle/strategy
1 player

Side view
Multi-scrolling
Passwords

SUPER NES

Bill Walsh College Football by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.5	INT. Intermediate

$59.95
16 megs
Football
5 players (using Hudson Multitap)

Behind-the-quarterback view
Multi-scrolling
Passwords

Chavez by American Softworks

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	3.0	INT. Intermediate

$59.95
4 megs
Boxing

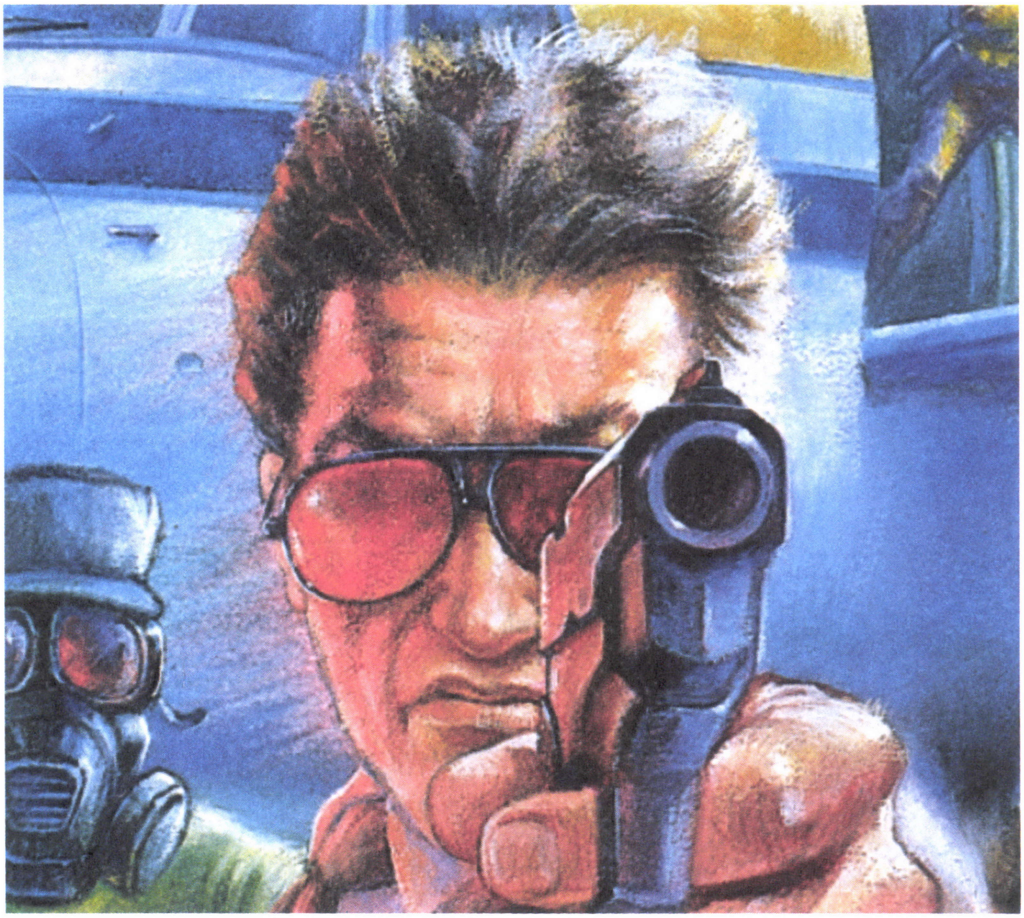
2 players
Side view
Battery backup

Choplifter III: Rescue Survive by Extreme Entertainment

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	BEG. Beginner

$54.95
8 megs
Action/adventure
2 players

Side view
Multi-scrolling
Passwords



SUPER NES

Spectre by Gametek

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	4.0	ADV. Advanced

$64.95
8 megs
Tank simulator
2 players

Infinite levels
First-person view
Multi-scrolling

Sports Illustrated Championship Football & Baseball by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	3.0	ADJ. Adjustable

$72.95
16 megs
Football/baseball
2 players

Side view
Multi-scrolling
Passwords

Star Trek: The Next Generation by Spectrum HoloByte

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADV. Advanced

Price not available
16 megs
Action/role-playing/science fiction

1 player
Overhead view, multiple perspectives
Passwords

Super Bases Loaded II by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	INT. Intermediate

Price not available
12 megs
Baseball

2 players
Multiple views
Battery backup

Suzuka 8 Hours by Namco

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	4.0	INT. Intermediate

$59.95
8 megs
Available July
Motorcycle racing
2 players

4 tracks
Behind-the-racer view
Forward-scrolling
Passwords

Tecmo Super Bowl by Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	4.0	INT. Intermediate

$49.99
8 megs
Football
2 players

¾-overhead view
Battery backup

Time Trax by Malibu Games

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADJ. Adjustable

$59.95
8 megs
Action/adventure
1 player

8 levels
Side view
Side-scrolling

3DO

Dragon's Lair by ReadySoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.5	INT. Intermediate

Price not available
CD
Action/adventure
1 player

26 rooms
Varying views
Unlimited continues

Escape from Monster Manor by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	4.5	INT. Intermediate

$59.99
CD
Shoot-em-up
1 player

12 levels
First-person view
Forward-scrolling
5 save locations

BEST BET

The Horde by Crystal Dynamics

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$59.95
CD
Action/strategy
1 player
100 stages

¾-overhead view
Multi-scrolling
Save feature

JAGUAR

Evolution: Dino Dudes by Atari

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	INT. Intermediate

Price not available
Puzzler
1 player

Side view
Passwords

Tempest 2000 by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	ADJ. Adjustable

$59.99
16 megs
Shooter
2 players

100 levels
First-person perspective

CD-i

Caesars World of Boxing by Philips Interactive Media

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.0	2.5	INT. Intermediate

$49.99
Boxing
2 players

Side view
Side-scrolling
Save four games

Inca by Philips Interactive Media

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	2.5	3.5	ADV. Advanced

$49.98
CD
Action/adventure
1 player

First-person view
Multi-scrolling
Passwords

International Tennis Open by Philips Interactive Media

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

$49.98
CD
Tennis
1 player

¾-overhead view
Multi-scrolling
3 save positions

Kether by Philips Interactive Media

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.0	4.0	INT. Intermediate

$49.98
CD
Action/adventure
1 player

5 temples
First-person view
Multi-scrolling
Save feature

NEO•GEO

Art of Fighting 2 by SNK

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	INT. Intermediate

$239
180 megs
Head-to-head fighting
2 players

12 characters
Side view
Zoom-in feature
Memory-card save

ARCADE

Dungeons and Dragons: Tower of Doom by Capcom

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	4.5	INT. Intermediate

Action/RPG
4 players

Side view
Multi-scrolling

GAME BOY

Alfred Chicken by Mindscape

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	INT. Intermediate

$29.95
Action
1 player

11 stages
Side view
Multi-scrolling

Chase HQ 2 by Taito

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	3.0	INT. Intermediate

Price not available
1 meg
Racing

2 players (with Game Link)
First-person perspective

Spider-Man and The X-Men In Arcade's Revenge by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	3.0	INT. Intermediate

$29.95
Megs not available
Action/adventure
1 player

6 levels
Side view
Multi-scrolling

Sports Illustrated for Kids: The Ultimate Triple Dare! by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.5	3.5	INT. Intermediate

$29.95
2 megs
Outdoor sports
1 player

6 events
Multiple views
Multi-scrolling

Stop That Roach by Koei

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

$26.95
1 meg
1 player

Strategy
Overhead view

Tetris 2 by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.5	INT. Intermediate

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Action

2 players (with Game Link)
Side view

GAME GEAR

Captain America and the Avengers by Software Toolworks

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	ADJ. Adjustable

$34.95
Beat-em-up
1 player
5 levels

Side view
Multi-scrolling
Sega rating: GA, General Audiences

Cosmic Spacehead by Codemasters

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$39.95
2 megs
Graphic adventure
1 player

Side view
Passwords
Sega rating: GA, General Audiences

Disney's Aladdin by Sega of America

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.0	3.0	BEG. Beginner

$39.99
4 megs
Action/adventure
1 player

7 levels
Side view
Multi-scrolling
Passwords

Micro Machines by CodeMasters

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	INT. Intermediate

Price not available
4 megs
Multi-vehicle racing
2 players (Gear-to-Gear cable not required)

27 tracks
Overhead view
Multi-scrolling

Ms. Pac-Man by Namco

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

$29.95
1 meg
Arcade
1 player

Side view
Sega rating: GA, General Audiences

Riddick Bowe Boxing by Extreme

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	3.0	ADJ. Adjustable

$39.95
2 megs
Boxing

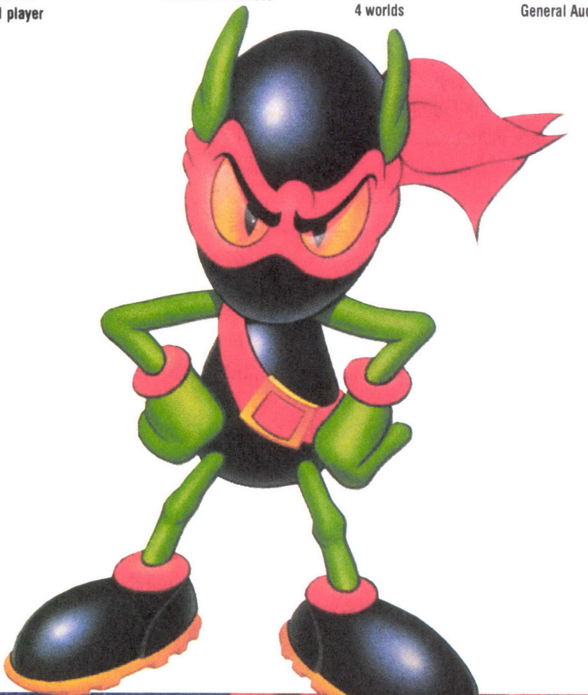
2 players (with Gear-to-Gear cable)
Side view
Passwords

Zool by Gametek

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.0	ADJ. Adjustable

$39.95
Action/adventure
1 player
4 worlds

Side view
Multi-scrolling
Sega rating: GA, General Audiences



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Check Your Video IQ

Four-Letter Words

100. What is Bonk?
200. What is Klax?
300. What is Pele?
400. What is Koei?
500. What is Toki?

Synon-Names

100. What is Mortal Kombat?
200. What is Street Fighter II?
300. What is The Lost Vikings?
400. What is Eternal Champions?
500. What is Twin Cobra?

Atari's Oldies but Goodies

100. What is Pong?
200. What is Tempest?
300. What is Asteroids?
400. What is Battlezone?
500. What is Marble Madness?

Flamin' Gamin'

100. What is After Burner?
200. What is Soul Blazer?
300. What is Stellar Fire?
400. What is Ballblazer?
500. What is FireHawk?

Popular Pairs

100. Who are Mario and Luigi, the Super Mario Brothers?
200. Who are Mick and Mack, the Global Gladiators?
300. Who are Bubble and Squeak?
400. Who are Pocky and Rocky?
500. Who are Wiz and Liz?

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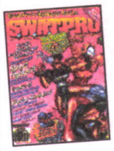

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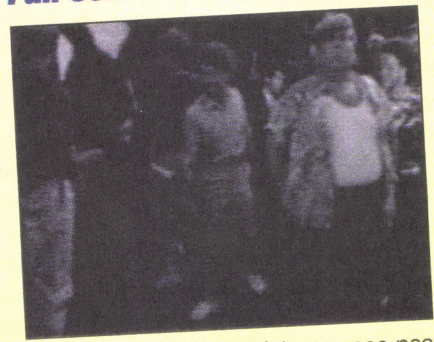
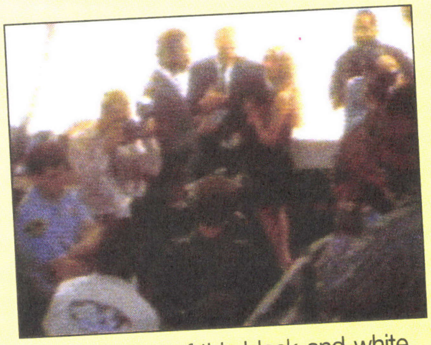
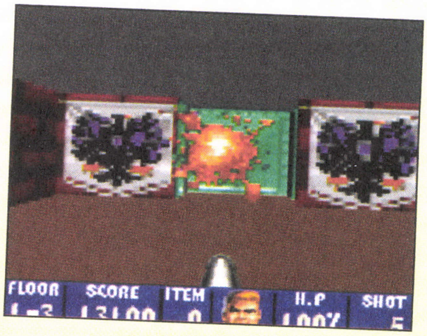


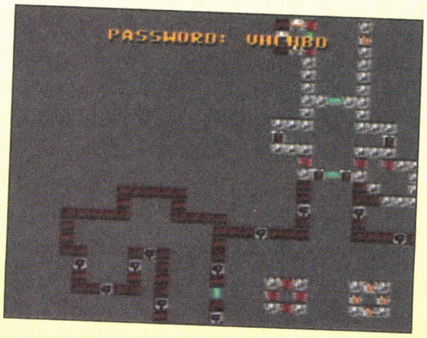


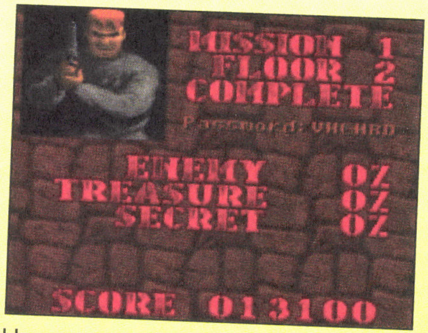
Here's a neat trick that lets you see nearly three minutes of this black-and-white game in full color! Go the Options menu, then **press and hold Button A, then B, then C. Continue to hold these buttons and press Right** on the control pad. You should now see some color footage of the actors in the game!

WOLFENSTEIN 3-D (SNES)

Power-Ups Galore!







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FLOOR 2
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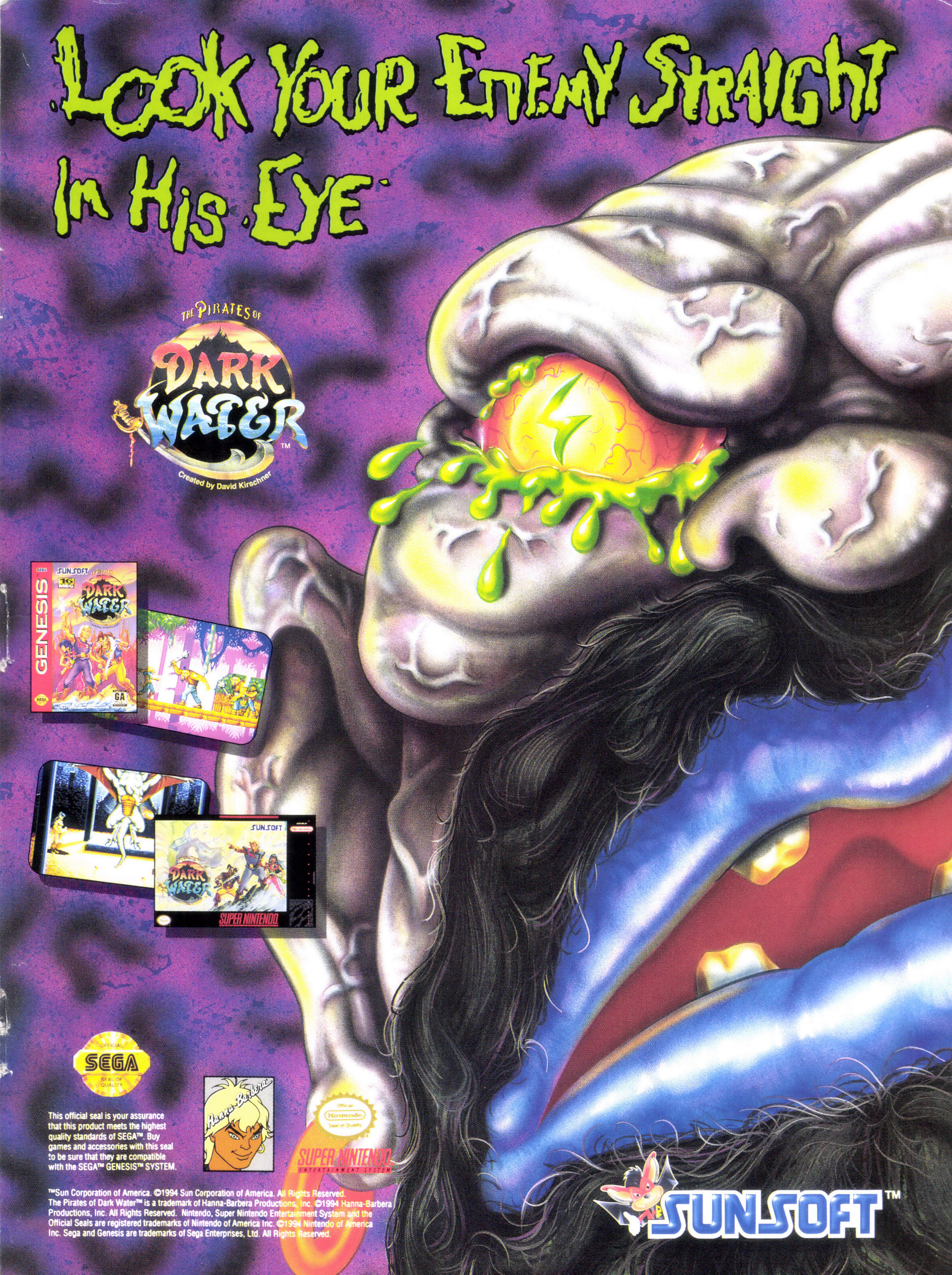
Password: VHCHBD

ENEMY 0%
TREASURE 0%
SECRET 0%

SCORE 013100

Here are some cool power-up tricks for Wolfenstein 3-D on the SNES – guaranteed to put your hottest enemies on ice! To make the codes work, you have to **press the Right button on the top of Controller 2** immediately after turning on the game. Keep holding the button until the title screen appears, then release it.

Now take Controller 1 and start the game in Normal mode. Press the Start button to get to the Map screen. At the Map screen, **press the Right button on the top of the control pad, plus Up, B, and A** for free ammo and weapons. Or **press Button B, Up, B, and A** for Invincibility. To get an entire level map, **enter A, A, Up, and B**. To exit the level, **it's Up, B, Right Button, and B**. Go get 'em, soldier!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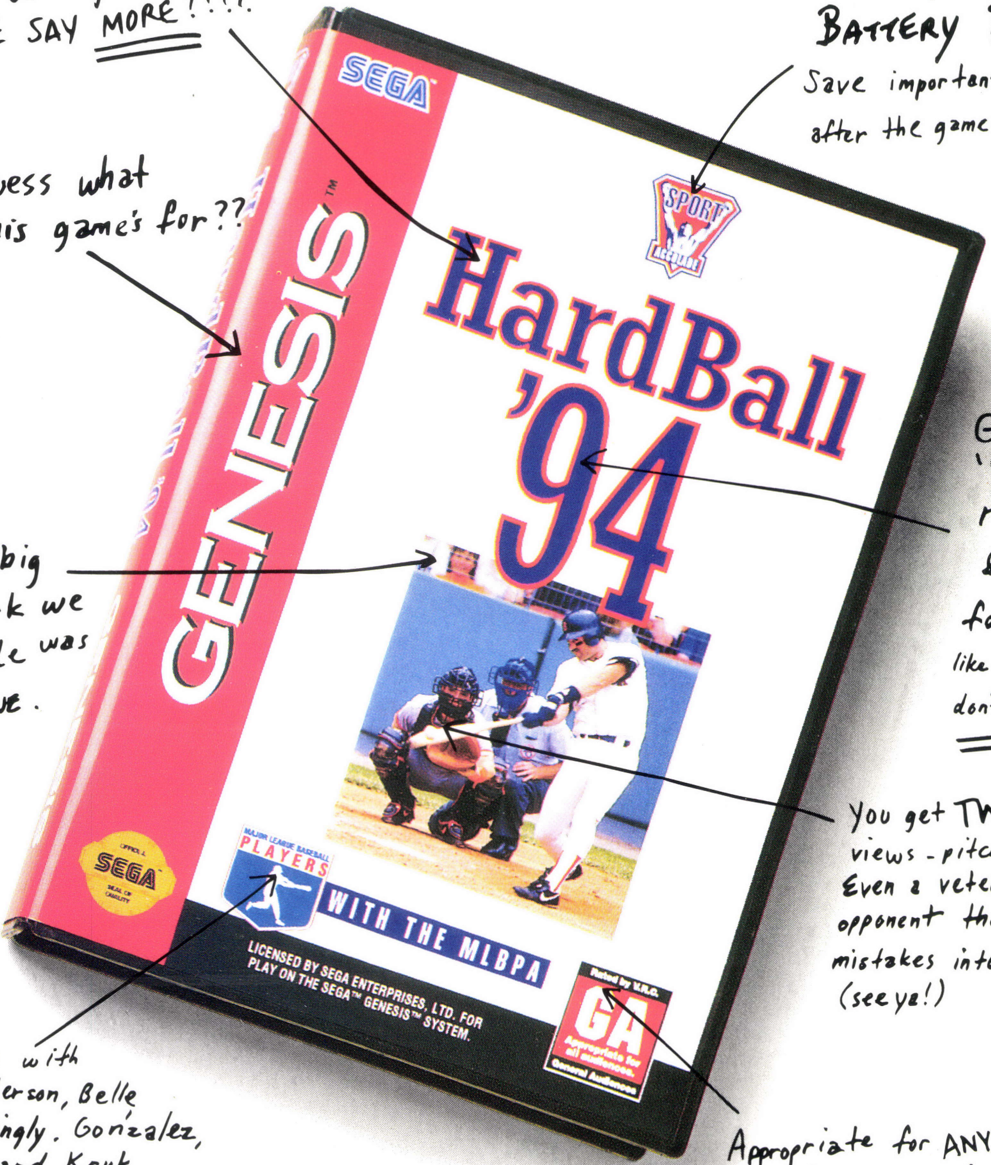

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